







THE ONLY GAME BOY ADVANCE MAGAZINE YOU CAN TRUST!



WELCOME

AND WELL DONE! You'd be surprised how many mistakes people make when they're out shopping for GBA magazines. Light-headed people can be dazzled by gaudy offers of free Mario-themed spatulas or the thickness of a quarterly publication (even though quarterly means 'mainly out of date'!) but you've ignored all the lesser rip-offs in favour of the longest running, most successful Game Boy mag in Europe!

This issue we've got first dibs on hum-dingers like Golden Sun, Peter Pan: Return To Never Land and Broken Sword! Not to mention a guide to Sonic Advance, and the low-down on hot titles like Lord Of The Rings! Unfortunately, this would all have got done a lot sooner if we hadn't been trying to get to the end of Mario Advance 2 for the umpteenth time. Martin was the winner, from the first level to Bowser's demise in three hours. Special Stages can just get lost, though. The scars from completing the SNES version have not yet healed.

This is the last issue for a lot of the old favourites, and what with the old GBC not so much on it's last legs as hobbling around an a pair of bleeding stumps, it's a definite end of an era. From now it's all serious business! So for the last time, welcome to the mag, and ta!

Jem Roberts Games Editor



<u>TOTAL</u> MANCE 24 **CRASH BANDICOOT** UYOAIX 52 TEKKEN ADVANCE 38 SUPER MARIO 2 ADVANCE GOLDEN SUN

PACKED WITH ALL THE NEWS, PREVIEWS, REVIEWS AND FEATURES YOU'LL EVER NEED. AND THEN A FEW MORE JUST FOR A LAUGH!









TA NEWS

(9)

TA PREVIEWS

(

The first screenshots of Lord of the Rings, Top Gun Firestorm and an update on Sabre Wulf!............14

TA FEATURE

(1)

GBA REVIEWS

1

Forget the hype, read the truth about the most exciting titles for the GBA. Crash Bandicoot.....24 Super Mario Advance 2 38 Midnight Club42 Jimmy Neutron. 44 Puyo Pop 48 Jurassic Park 3: DNA Factor 50 Tekken Advance 52 Broken Sword56 Tony Hawk's Pro Skater 3 58 Tom Clancy's Rogue Spear 60 Klonoa..... 62

GBC REVIEWS

(A)

LINK UP

 Θ

HELP

(4)

Stuck? Well, fear not, as all the very latest cheats for the GBA in one handy-sized chunk to help you get the most from your favourite games.

KNOW YOUR GAMES

9

BACK ISSUES

⊕_

GAME BOY GHETTO

0

COMING SOON

9



GBA GAMES OWER £29.99! SEE PAGE 10!



GBA NEWS ⊕ GRAND THEFT AUTO... BRITNEY SPEARS
 ... LILO AND STITCH... TREASURE PLANET...

ADVANCE NEWS

CHARTS



WHAT'S HOT AND SIZZLING COURTESY OF

	. •
-	- 🛚

C	HART TRACK!	
1	Monsters, Inc.	Disney Interactive
2	The Simpsons: Treehouse Of Horror	THO
3	Pokémon Crystal	Nintendo
4	Harry Potter™: Philosopher's Stone	EA Games
5	Scooby Doo - Classic Creep Capers	THO
6	Pokémon Gold	Nintendo
7	Pokémon Silver	Nintendo
8	Super Mario Bros	Nintendo
9	Legend Of Zelda: Oracle Of Seasons	Nintendo
10	Legend Of Zelda: Oracle Of Ages	Nintendo

TOP GAME THIS ISSUE!



	Mintende*	INC.	
1	Monsters, Inc.	Disney Interactive	
2	Golden Sun	Nintendo	
3	Mario Kart: Super Circuit	Nintendo	
4	Super Mario Advance	Nintendo	
5	Warioland 4	Nintendo	
6	Harry Potter™: Philosopher's St	tone EAGames	
7	Advance Wars	Nintendo	
8	Spyro: Season Of Ice	Universal Interactive	
9	Jackie Chan Adventures	Activision	
10	Robot Wars - Arenas Of Destruct	tion BBC Mult	
Verdict: GBC Owners are absolutely mental.			

Lets get this straight once and for all...

GTA OR NOT GTA?

ONE OF MANY, many texts, emails and letters received by the TA team in the last month or so: 'Hi TOTAL ADVANCE I think your mag is class! I just wanna know if *Grand Theft Auto* 3 is coming out on the GBA and if it is, when? Thanks very much, Tom.'

It was widely believed in the business that the game was canned, and Digital's hopes of releasing the mini-version of last year's massive smash hit in the first quarter of 2002 were dashed, but Tom and co, you can kind of rest easy. We can exclusively reveal that there will definitely be a GTA title for the GBA this year. Being such a massively anticipated title, there has been a lot of pressure put on the game's creators, and so the release has tentatively been put back to quarter four of this year to make sure the end result deserves its controversial yet illustrious name.

So don't hold your breath,

but now you know

were dashed, but Tom and co, you can kind of rest easy. We can exclusively reveal that your calendar.



PERIPHERAL ROUND UP

What's new and a nice translucent blue in the world of Game Boy add-ons this month?

ADVANCE **∂** INFORMATION

ILLUMINATOR PRO

FROM: JOYTECH £14.99

IT WORKS! MY god in hell, it only actually works! Turn off the lights, turn up the music, switch on your GBA and play all night! Well, until the batteries run out anyway.

It's the 'Philosopher's Stone' of handheld peripherals: a GBA light that actually works. Everyone's had a go, and all failed miserably as far as we're concerned. The shiny rectangular (and probably already incredibly scarred) GBA screen generally has the visibility of a midget wearing Harry potter's cloak in a fog. Worms lights only add an annoying spotlight to the corner of the screen, and the existing GBA lights on the market haven't been much better,

better to light a

few candles.

unfortunately. You'd do

But perhaps at last the days of sitting stock still under a lamp for hours on end are at an end, thanks to the smug boffins from Joytech. The Illuminator Pro may look like a plastic microscope but four of us retreated to the darkened kitchen the second we got our Illuminator Pro samples and were knocked out by the difference the new gizmo really made. It takes two batteries (though there is a power port), thankfully does away with all wires and leaves the link port clear for multiplayer battles. And you'd have the edge in any link-up game with this.

It's true that it may still take a little time for this new design to really be perfected. You don't really need a magnifier for

the GBA screen at all, unless you really need to get your eyes checked. The magnifying lens is also a bit too shiny under the light, although you can slide it out. And sure, it looks a bit unwieldy and fragile - BUT! When the lights go out, it really works like a dream, and finally releases us from the tyrannous grip of the standard lamp! If you've ever complained about GBA visibility (and we know you have), get one now and shut up. This little sunbeam deserves a glowing recommendation. Shop! Now! £14.99!



LIGHTING UP TIME!

OOH, WHAT WERE we thinking? We've got FIVE gorgeous polythene-wrapped, nice-and-new-smelling Illuminator Pros to give away right this second! And if you're not lucky enough to be in the top five entrants, at least we have a spiffing five Advanced Protector Cases for the runners up. To be one of the first to get your hands on the Illuminator Pro, simply answer this one question and get your entry into us at the same old boring address before 29 April!

- **Q) WHICH MIDDLE-OF-THE-ROAD GOOD VIBE** POP COMBO RELEASED THE NO 1 SINGLE **'OCEAN DRIVE'?**
- THE LIGHTHOUSE FAMILY THE LIGHT AIRCRAFT FAMILY THE LIGHTSABER FAMILY
- D) RADIOHEAD

JOYTECH



MUMMY ON THE LOOSE!

Ubi Soft has just acquired the rights to create the first GBA titles based on The Mummy cartoon show, even though the

GBC titles were réleased via Vivendi Universal. Why the big bods thought a onversur. why the big bods thought a change of company was needed no one can be sure, but we'll soon see if there's any difference, as the first title is due out this year.



BRITNEY MOVES CLOSER...

....Yeah, you wish. But we're only a month away now from THQ's Britney's Dance Beat, and here's the box art to prove it! Still no official shots to speak of, but judging from the P2 shots that have already been released, we're thinking it'll be more Pop 'n' Music than Spice World: the Video Game. Thank god.



CUBE FUN SPORT MARIO

Camelot (not the lottery people) has announced that it is developing Mario Tennis and Mario Golf for the Nintendo GameCube in Japan. The company previously worked on Mario Tennis and Mario Golf for the N64 and the Game Boy. No release details yet, and it's not even on the GBA, but it's still true.







Lilo & Stitch, Treasure Planet follow Peter Pan!

UBI SOFT IS frankly chuffed to announce that it will be releasing the two GBA versions of Disney's 2002 blockbusters-in-waiting Lilo & Stitch and Treasure Planet. The first movie tells the story of little Hawaiian girl Lilo and Stitch, her alien companion, in an allegedly 'heart-warming action-comedy' set to the music of Elvis Presley, although we're not too sure the GBA speakers will be able to cope with the King's crooning. And then there's something about 'Ohana, the

Then November will see the release of the 42nd major animated Disney movie, Treasure Planet. This futuristic re-imagining of Robert Louis Stevenson's swashbuckling classic Treasure Island will allow

you to take on the role of teenager Jim Hawkins, who stumbles upon a map to the greatest pirate trove in the

universe and gets involved in 'an intergalactic tale of courage and self-discovery set in the greatest treasure hunt of all time'.

And even if this mix of yo-ho-ho and rock & roll doesn't grip you as a movie, the GBA versions should be pretty lush if Peter Pan: Return To Never Land is anything to go by! (a)



Don't thank us, thank...

Infogrames and Namco bring you the offer of a cat's lifetime!

IT'S A STRANGE concept, but there may well be quite a few of you reading this who do not yet own a Game Boy Advance. We've heard all the excuses before: 'We never seem to save up enough' or 'we've just been made redundant' or 'we were waiting for it to come out on video', but enough is enough. The fine upstanding folk at Infogrames have taken pity on you and now offer a GBA plus every single Namco title released so far for the first three plucky winners out of the special Namco competition hat we just bought. This means that you will instantly have in your collection Namco Museum, Pac-Man Collection and the spectacular Tekken Advance all in one fell swoop!

If you think you deserve such special treatment, answer these questions and get your entries (marked 'Thank Namco') in to us at the usual address before 29 April and we'll consider your worth.



- A) Pearl Harbour
- C) Demolition of the Berlin Wall
- B) Sinking of the Titanic
- D) The creator ate a pizza



- A) Galaga
- C) Galaxians

- B) Dia-Dua D) Pole Position
- Q) Which of the following is a character in Tekken?
- Hwoarang
- C) Phwoor

- B) Woohoo
- D) Jim

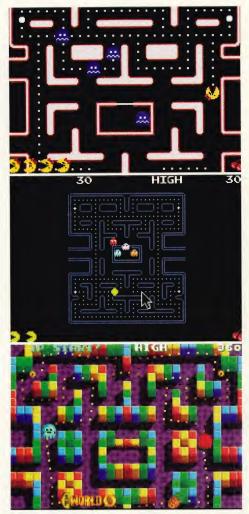


There are many good things going on behind the gates of Infogrames UK There's the twisted adventure that is Blender Bros, due out in a couple of weeks. It's a groovy-looking platform/puzzle/Pokémon-style collecting adventure starring Animal Man, and we'll give you the in-depth look next

We'll finally be able to give you the low-down on Mr Driller 2, which was the first GBA title we ever played! The unbeatable puzzler hits the shelves on 10 May! Then there's Atari Anniversary Advance in the same month, Speedball 2 and V-Rally 3.

But none are likely to cause as much of a fuss as the final trump card -Dragon Ball Z: Collectible Card Game! A June release is set in stone for this collectable cart, starring all the spiky-haired chaps who are in that thing on the telly! Players will be able to create multiple custom decks from over 300 cards from the Trunks™, Saiyan™, Frieza® and Androids™ saga's. The ultimate goal of the game is to achieve victory by one of three ways: Survival Victory, Dragon Ball Victory or Most Powerful Personality Victory. So they say. What does sound good is the opportunity to play against your mates or the computer in loads of different scraps, unlock nine 'exclusive' Combat cards, use multiple martial arts styles or chose only one and declare Tokui-Waza. And no, we're not speaking in forked tongues.

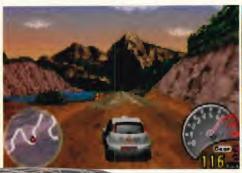




As it was, is and forever should be – gaming at its best.



GBA NEWS

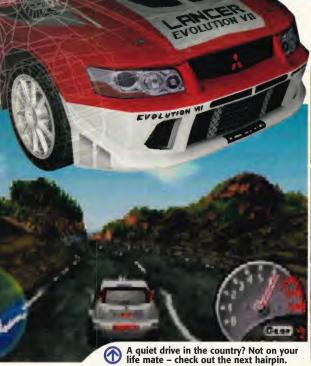






DIRTY FOURPLAY!

Stunning new shots of Infogrames' stunning new racer!









THOSE FINE CHAPS at Infogrames have just sent us these awesome screenshots of V-Rally 3 just in time to be crammed into the mag and it's certainly looking amazing. Loosely based on the PS2 game - well, there are limits to what you can cram onto a GBA cart - Infogrames has seen fit to bring its most famous rally game to your favourite handheld. Once again racers will find themselves behind the wheel of some of the most powerful rally cars from all the leading manufacturers such as Peugeot, Ford, Mitsubishi, Suzuki and Skoda (no, really, the Skoda's not a bad little rally car once you get used to the dodgy steering). Unlike other rally games, you are not just battling against the terrain (snow, sand, gravel and track) but also other cars as well. The V-Rally series has been about fun rather than true simulation and it should prove to be a massive hit when it is released later this year. Expect a massive In-Depth next issue but for now, drool over these shots because it really does look this good! (a)



GAME UN! Save Money On Your Favourite GBA titles!

With so many games being released on the GBA it's hard to keep up. That's where Total Advance and those fine people at GAME come in. We've teamed up with them to offer you this lovely £5 off voucher to help you stretch your pennies even further! So, what are you waiting for? Get it cut out and race as fast as your legs will carry you to your nearest GAME store!



1 Ш I













EXTRA WEAPONS & AMMO

MORE ENERGY & POWER

SECRET CHARACTERS & LOCATIONS

HIDDEN VEHICLES & TRACKS





Pre-loaded cheats and

game enhancements for



GOLD & SILVER.



Single and Multi-Player Cheats the latest and greatest games Unlock secret weapons and characters, access unlimited ammo, energy and more!

0901 0230223 XPLODER Gameboy is a registered trademark of Nintendo of America inc. This Product is not sponsored, endorsed or approved by Nintendo of America. Xploder is a registered trademark of Nintendo of America. BLAZE, Xploder Advance, Xploder Lite, Xploder Blow your games wide open are trademarks of Fire international Ltd. Fire International Ltd. Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster, DN2 5TB, Tel: 01302 321905 Fax:01302 322061 Email: blaze@fire-international.ltd.uk



www.xploder.net



PUBLISHER: THO DEVELOPER: FOX INT

US

PERCENTAGE COMPLETE

RELEASE DATE: 17 APRIL

ADVENTURE

ORIGIN:

GENRE:

PLAYERS:

A ripping yarn from the Ren & Stimpy maniacs...















ING FRIENDS

WHATEVER HAPPENED TO the greatest, most disturbing cat and dog team in the business? We never thought we'd get tired of freakmasters Ren & Stimpy, but their days seem to be over, thanks to new Fox Kids creation The Ripping Friends.

The Ripping Friends are a team of the most manly men in the world. Their mission is to 'RIP' anything that stands in the way of freedom and goodness. Rip, Chunk, Slab and Crag (what were their parents thinking?) knew that something was up when they heard the evil Citrasett was heading their way, determined to put his most diabolical plot ever into

effect. It had just been too quiet recently in Ripcot. Hellbent on destroying the Ripping Friends' way of life, Citrasett (another bit of underhand work at the font) and other arch rivals are teaming up to challenge The Ripping Friends in a climatic final battle to decide the fate of the earth!

We've heard that there are 12 levels in this new THO title, so what there is had better be good. But with Ren & Stimpy humour, loads of super-cool weapons, great graphics and four-player link-up, this is one title that can't be ignored. Check out our review next issue!

FANCY A BIT OF FILA?

APART FROM BRAGGING about its terrific new releases, THQ has got together with FILA to offer you a superb load of free stuff! We have not only TEN copies of its recent trackand-field hit FILA Decathlon to give away, but also extremely stylish FILA hooded sweaters and T-shirts! All you gotta do is to make it yours, all yours, is to read the schpiel and answer three stupendously easy questions!

FILA has been in existence as a company for over 90 years, with the classic and internationally recognised FILA 'F' being launched as the brand icon in 1979. FILA has been on the sport scene now for almost 30 years, and is one of the world's most important brands in the category. It stands out particularly in the fields of running, tennis and fitness-cross training; it's especially

focused on some disciplines linked to specific markets, such as football in the UK and basketball in the US. FILA is involved in many sports - manufacturing clothing and sponsoring athletes and events.

- Q) How long has FILA been in existence?
- (a) How long ago was the F logo branded? Q) What does THQ stand for?

Get your answers to us at the address below, no later than 29 April!

PARAGON PUBLISHING PARAGON HOUSE ST PETER'S ROAD BOURNEMOUTH **DORSET BH1 2JS**





1000s more logos & ring tones to choose from on the web at www.cheaptones.com. Don't pay top whack - call cheaptones! Instant delivery by SMS.

ALL NETWORKS Give your NOKIA, SAGEM or MOTOROLA mobile a top new ring tone!

JUST MAKE A NOTE OF THE RING TONE OR LOGO CODE THAT YOU WANT AND THEN CALL THE ORDER LINE ON A 0

*NOKIA **★SAGEM ★MOTOROLA**

PIX

(P)

4038

2

4055

4039

4269

4033

5601

4037

5526

999

KING

Calls to the Order Line are charged at 60p per min. Average call 2-3 mins.

112 - Peaches & Cream: 5202 2Pac - California Love: 1068 2Pac - Changes: 5156 Abba - Dancing Queen: 1078 Aerosmith - Walk This Way: 3903 Afroman - Because I Got High: 5403 Alicia Keys - Fallin': 5730 Alien Ant Farm - Smooth Criminal: 5261 Anastacia - I'm Outa Love: 4784 Anastacia - Paid My Dues: 5793 Atomic Kitten - Eternal Flame: 4999 Atomic Kitten - Whole Again: 3615 Baha Men - Who Let The Dogs Out: 3542 Barthezz - On The Move: 5253 Basement Jaxx - Romeo: 4471 Beatles - Hey Jude: 3810 Black Sabbath - Paranoid: 4013 Blink 182 - First Date: 5344 Blink 182 - The Rock Show: 4899 Blue - All Rise: 4311 Blue - Too Close: 5200 Bob The Builder - Mambo No 5: 5229 Bomfunk MCs - Freestyler: 3637 Bon Jovi - It's My Life: 1123 Brandy & Ray J - Day In Paradise: 4472 Bryan Adams - Summer Of 69: 3953 Bubba Sparxxx - Ugly: 5765 Christina Aguilera - Lady Marmalade: 4803 City High - What Would You Do: 5339 Coolio - Gangsta's Paradise: 1148 Cosmic Gate - Firewire: 5002 Craig David - Walking: 3638 Crazy Town - Butterfly: 3612 D12 - Purple Pills: 4944 D12 - S*** On You: 3699 Da Hool - At The Love Parade: 4965 Daft Punk - Digital Love: 4714 Dandy Warhols - Bohemian Like You: 5728 Darude - Feel The Beat: 3660 Deep Purple - Smoke On The Water: 3827 Destiny's Child - Bootylicious: 5000 Destiny's Child - Independent Women: 3569 Destiny's Child - Jumpin' Jumpin': 3924 Destiny's Child - Survivor: 3831 Dexy's Midnight Runners - Eileen: 1170 DJ Otzi - Do Wah Diddy: 5794 DJ Otzi - Hey Baby: 5377 DJ Pied Piper - Do U Really Like It: 4314 DJ Quicksilver - BellissIma: 3861 DMX - Party Up: 1175 DMX - Ruff Ryder's Anthem: 1176 Dr. Dre - Nuthin' But A 'G' Thang: 4030 Dr. Dre - Still Dre: 3821 Dr. Dre - The Next Episode: 3822 Dr. Dre - What's The Difference: 3663 Eagles - Hotel California: 5467 e Grant - Electric Avenue: 4379 Eiffel 65 - Blue: 1186 Elvis Presley - Suspicious Minds: 3719 Eminem - Kim: 4878 Eminem - Marshall Mathers: 3664 Eminem - My Name Is...: 4876 Eminem - Real Slim Shady: 1191 Eminem - Stan: 3922 Eminem - Still Don't Give A F***: 1193 Eminem - The Way I Am: 1194 Eminem - Under The Influence: 4880 Eric Clapton - Layla: 3880 Europe - Final Countdown: 5353 Eve - Let Me Blow Ya Mind: 5107 Faith Hill - There You'll Be: 4802 Faithless - We Come 1: 4473 Five - Closer To Me: 5478 Five - Let's Dance: 5106 Fragma - You Are Alive: 4024 Frankie Valli - Can't Take My Eyes: 5241 Gabrielle - Don't Need The Sun To: 5477 Gabrielle - Out Of Reach: 3776 Geri Halliwell - It's Raining Men: 3973

Gorillaz - 19/2000: 4837

IIO - Rapture: 5731

Guns 'n' Roses - Sweet Child: 3868

lan Van Dahl - Castles in Sky: 4945

Jennifer Lopez - I'm Real: 5729 Kernkraft 400 - Zombie Nation: 4644 Korn - Adidas: 3962 Korn - Blind: 3964 Kosheen - Hide U: 5166 Kurupt - It's Over: 5383 Kylie Minogue - Out Of My Head: 5379 Led Zeppelin - Stairway To Heaven: 1428 Limp Bizkit - My Generation: 3671 Limp Bizkit - Nookie: 4558 Limp Bizkit - Rollin: 3670 Linkin Park - In The End: 5398 Linkin Park - Papercut: 4818 Lisa Left Eye Lopes - Block Party: 5453 Louise - Stuck In the Middle: 5194 Ludacris - What's Your Fantasy: 4382 Madness - One Step Beyond: 3598 Madonna - Music: 1270 Marilyn Manson - Beautiful People: 4193 Marilyn Manson - Sweet Dreams: 3902 Mary J Blige - Family Affair: 5336 Meatloaf - Bat Out Of Hell: 4521 Metallica - Enter Sandman: 3849 Metallica - I Disappear: 1287 Metallica - Master Of Puppets: 4214 Metallica - The Unforgiven: 4224 Michael Jackson - Thriller: 4936 Missy Elliott - Get Ur Freak On: 3832 Missy Elliott - One Minute Man: 5073 Mis-Teeq - All I Want: 4718 Mis-Teeq - One Night Stand: 5407 MOP - Cold As Ice: 3978 Mya - Case Of The Ex: 3560 N Trance - Set You Free: 5247 Nelly feat. City Spud - Ride Wit Me: 4025 Nelly Furtado - I'm Like A Bird: 3617 Offspring - Self Esteem: 4326 Ones - Flawless: 5392 OPM - Heaven Is A Halfpipe: 4903 O-Town - All Or Nothing: 5001 O-Town - Liquid Dreams: 3833 P Diddy - Bad Boy For Life: 5335 Papa Roach - Last Resort: 1306 Par-t-One v INXS - I'm So Crazy: 5474 Pink Floyd - Money: 4434 Queen - Bohemian Rhapsody: 1315 Ricky Martin - La Vida Loca: 1328 Ricky Tomlinson - R U Lookin' At Me: 5720 Riva ft Dannii - Who Do You Love: 5796 Robbie Williams - Angels: 3580 Robbie Williams - Eternity: 4947 Robbie Williams - Rock DJ: 3566 Roger Sanchez - Another Chance: 4904 Rolling Stones - Paint It Black: 3800 S Club 7 - Don't Stop Movin': 3887 S Club 7 - Have You Ever: 5797 S Club 7 - Reach: 1332 Shaggy - Dance & Shout/Hope: 5791 Shaggy - It Wasn't Me: 3611 Shaggy - Luv Me Luv Me: 5265 Shaggy feat. Rayvon - Angel: 4388 Shanks & Bigfoot - Sweet Like Choc: 1350 Sisqo - Dance For Me: 4970 Slipknot - Wait And Bleed: 4875 Snap - Rhythm Is A Dancer: 4929 Snoop Dogg - Snoop Dogg: 3844
So Solid Crew - 21 Seconds: 5077
So Solid Crew - They Don't Know: 5748
Sophie Ellis Bextor - Take Me Home: 5100
Spandau Ballet - Gold: 5311
Spiller - Groovejet: 3544 Sticky ft Ms Dynamite - Booo: 4722 Supermen Lovers - Starlight: 5217 Tina Turner - Simply The Best: 3870 Toploader - Dancin' In Moonlight: 3677 - Walk On: 5795 UB40 - Red Red Wine: 5022 Uncle Kracker - Follow Me: 5191 Usher - U Got It Bad: 5389 Usher - U Remind Me: 4842 Van Morrison - Brown Eyed Girl: 4935 Westlife - Uptown Girl: 3608

Wheatus - A Little Respect: 4906

Wheatus - Teenage Dirtbag: 3616

3 Lions: 3589 633 Squadron: 4376 Addams Family: 1434 Airwolf: 4599 Angel: 4603 A-Team: 3652 Austin Powers: 1026 Banana Splits: 5016 Bare Necessities: 4606 Batman: 4607 Beverly Hills Cop: 1432 Big Brother: 4613 Blackadder: 3586 Black Beauty: 5501 Blowing Bubbles: 3773 Bob The Builder: 3636 Bright Side Of Life: 5753 Captain Pugwash: 4620 Casualty: 3984 Charlie's Angels: 1030 Colonel Bogey: 1433 Dambusters: 5788 Dangermouse: 4625 Dawson's Creek: 1033 Deliverance: 4457 Dr Who: 5471 Eastenders: 3632 Enter The Dragon: 4459 ER: 4627 Exorcist: 4460 Flintstones: 4628 Flumps: 4670 Formula 1: 3592 Fraggle Rock: 3666 Friends: 4632 Get Carter: 5013 Glory Glory - Man U: 3768 Godfather: 4461 Good, Bad & Ugly: 4465 Grease: 1054 Great Escape: 3594 Guinness Ad: 4706 Happy Days: 4635 Hawaii Five O: 3533 Hollyoaks: 4640 Indiana Jones: 4641 Italian Job: 5658 James Bond: 1430 Jaws: 4462 Knight Rider: 4645 Laurel And Hardy: 3930 Magic Roundabout: 3553 Magnificent Seven: 4920 MASH: 4648 Match Of The Day: 1444 Men Behaving Badly: 3596 Mission Imp 2: 1261 Mission Imp: 1421 Monty Python: 3548 Mr Benn: 4649 Muppets: 4650 Only Fools / Horses: 5010 Pink Panther: 1436 Pocahontas: 5354 Popeye: 5020 Pulp Fiction: 5236 Rainbow: 4924 Red Dwarf: 3539 Rocky: 1050 Royle Family: 3669 Rugrats: 3530 Scooby Doo: 4562 Sesame Street: 5655 Snowman - Walking: 5786 South Park: 5177 Star Trek: 1427 Star Wars Imperial: 1426 SuperMan: 1429 Wombles: 4675 Thunderbirds: 5495 Tigger's Song: 3891 Trainspotting: 5787 Twilight Zone: 5021 Wallace & Grommet: 5652

LOGOS (NOKIA ONLY) 2420 O No FEAR & Ferrari 2885 3519 The trodfather m GO dh 2622 3389 3459 **SLAUGHTER** Contract of 3411 3451 5079 HEY BABE! MIN Mirr Naughty 3112 4765 100 3387 SEXBOMB 6* PORTO 4895 2106 ENGLAND Whazzup S THE POOR 3409 3512 ASSOCIATION CONTRACTOR 3515 3494 Crazy Bitch Page 88 F. E. 4825 3554 ¥PLAYGIRL Scotland 🕸 EEYORE 3395 4894 2932 **®BMW** libes ABitch westlife 3479 3454 NOFEAR 9 @ **C** 3442 3011 Respect my authority!!!! B40 & & B04 2452 BREAK THE PHONE COCO STATE SPLAYBOY 3488 5024 3469 4960 ROCK WY STATES Brian 3484 3492 NOTIME OR TANT 3356 HARDY2X 3×(0)×< white the bear 3465 ®× ₩ & ® Q KKEAM @omæ 2818 0075 IL VEGU 2857 3507 Kiss Mell Buffyth 3472 (4500A) ~~ JUST 3709 1495 MENIMA MENIMA 3462 3913 W. Same 3524 4896 Crean () jink! Dr. Com Calling... METALLICA TO 3244

Incubus - Privilege: 5065 Janet Jackson - All For You: 3775 Wideboys ft Dennis G - Sambuca: 5450 Winnie The Pooh: 5018 Jay-Z - IZZO (H.O.V.A.): 5463 Robbie CO Wyclef Jean - Perfect Gentleman: 4952 WWF Generation-X: 1062 www.CheapTones.com. Box 94, M6 8DF. Calls charged at 60p/min. - call from a land line as charges maybe a lot more from your mobile! Help Line - 0870 800 6991. Operator logos compatible with Nokia - nk402, nk702, 3210, 3310, 3330, 5110, 5130, 5146, 5190, 6110, 6130, 6150, 6190, 6210, 6250, 7110, 8210, 8290, 8810, 8850, 8890, 9110i. Pix compatible with 3210, 3310, 3330, 6210, 8210, 88xx. Ring tones compatible with - Nokia: nk503, nk702, 3210, 3310, 3330, 61xx, 62xx, 7110, 8210, 8110i, 88xx, 9xxx. Sagem: MW3020, MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC950, MC950, MC956, MC959(R). Motorola: V50, V100, V8088, T250, T260. 5000+ tones & logos online at www.CheapTones.com. Looking for voicemail greetings? - check out AnswerFun.com



One Game To Rule Them All!







LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Based on the book, not the film, Frodo and Co will be out in time for Christmas!



IT'S NOT EXACTLY the best timed game in the world, but to coincide with the cinema release of *The Two Towers* (part two of the *Lord Of The Rings* saga) will come this game based on the first book.

However, it's the same story as you take control of Frodo and his magic ring of power in a quest to the land of Mordor – where he must destroy the ring.

Fittingly, this version of Lord Of The Rings will be a role-playing game that sees you wandering through Middle Earth, meeting characters and battling various monsters. The battles will be turn-based but speeded up to be as fast as possible. You'll be able to control all nine characters from the company in battle.

You'll also be able to use the ring itself! Although details are scarce at the moment, if it follows the book you'll have to be careful in case the dark lord sees you.



"YOU CAN CONTROL
ALL NINE CHARACTERS
FROM THE COMPANY
IN BATTLE"



ADVANCE PREVIEWS







What big teeth you've got ...











ADVANCE **∂**INFORMATION

SABRE WOLF

PUBLISHER: NINTENDO

DEVELOPER: RARE

UK

ORIGIN: GENRE: **ADVENTURE**

PERCENTAGE COMPLETE

RELEASE DATE: TBA











Rare brings a slice of gaming history bang up-to-date with the return of one very British adventurer!

> **SOME COMPANIES MAKE** games that you know, even before you even set eyes on them, that you simply have to own them. Rare is certainly one such company, along with - quite handily -Nintendo who consistently create surefire hits by pushing the hardware envelope title by title. So when we learned that Rare was delving into it's back-catalogue for inspiration for its latest GBA title we all got a little excited. Back in 1984, in the days when Rare was known as Ultimate - Play The Game, it released a game that helped the company's meteoric rise to fame and endear it to hundreds of thousands of gamers. That game was Sabre Wulf, and for old-skool gamers and new gamers alike the chance to play an all-new, updated sequel is something really quite special.

This time our intrepid hero, now of advancing years, has to retrieve stolen valuables which have been strewn about the many gaming environments by the Wulf who has been brought back to life thanks to the shattering of the amulet from the original game. So, your tasks are manifold, retrieve the valuable items and find all eight pieces of the amulet to turn Wulf back into stone. Naturally, traps, obstacles and all manner of creepy-crawlies hamper your progress. Thankfully though, weapons, tradesman and potions are at the disposal of Sabreman to aid you in your quest.

It's all coming along nicely and thanks to the excellent pedigree of the original, anticipation is high for what could be one of the best adventure games to arrive on any platform this year. High praise indeed, but if any company is capable of pulling off such a feat it's Rare and we expect greatness, so get your hiking boots at the ready because it's certainly going to be one heck of an adventure!

THE ORIGINAL

■ Back in 1984 this was the very pinnacle of gaming. It might not look up to much but if you owned a Commodore 64 or a Spectrum then up to much but if you owned a Commodore 64 or a Spectrum then this was the game to own. Unlike many other games of its day it was bright, colourful and it was immense. The idea behind the game was to find pieces of an amulet scattered throughout the jungle and get back to the home of the Unfriendly Statue quick smart. This was made tricky by a wealth of beasties that had to be avoided or fought off with your sword and, of course, a rather vicious wolf. By today's standards it wouldn't stand a chance; the graphics are laughable and the gameplay would probably be considered too difficult for most people (games were harder in the Eighties). However, Safre Wulf is so fondly were harder in the Eighties!). However, Sabre Wulf is so fondly remembered that Rare has decided to welcome back Sabreman for nother adventure and we can't wait!



"FOR OLD-SKOOL GAMERS AND NEW GAMERS ALIKE THE CHANCE TO PLAY THIS SEQUEL IS VERY EXCITING"

As ever, Rare is remaining tight-lipped about this one, dripfeeding shots and info as and when it deems necessary. However, this is definitely a game to watch out for. Pretty much everything that Rare touches turns to gold, and with such an important gaming character you can bet that the developers will be taking every measure possible to ensure that the sequel lives up to its heritage.

ADVANCE PREVIEWS





WET WEATHER FRIEND

LCBO'T STROOTHE RRIO



Attention to detail has always been Rare's forte and Sabre Wulf is no exception. Here you can see that it's raining. Quite how this effects the gameplay is unknown at this time but you can bet that it'll be pretty impressive.





Avoid anything with a skull on it as it's bound to be bad...





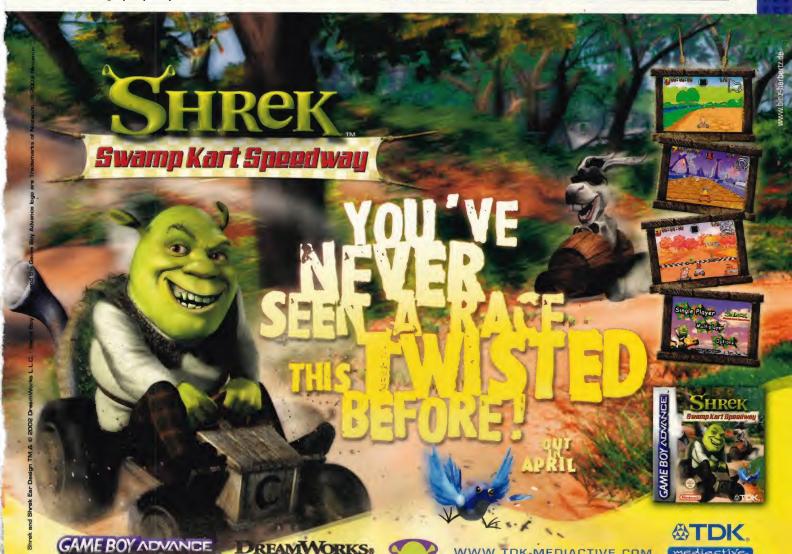
PREVIOUS

PERFECT DARK

One of the most impressive GBC releases and a worthy sister title to the smash N64 game.

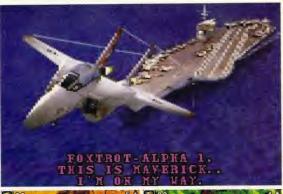


TOTALGAMES.NET RATING: 94%





Titus aims to take your breath away...













ÄÖVANCE **∂**INFORMATION **TOP GUN FIRESTORM** PUBLISHER: TITUS DEVELOPER: IN-HOUSE ORIGIN: EUROPE SHOOT-'EM-UP GENRE: PLAYERS: 1 PERCENTAGE COMPLETE RELEASE DATE: JULY

NOT CONTENT WITH just bringing retro games to the GBA, the current vogue for reinvigorating old film licenses and converting them to top video games is also making an impact. Here it's the turn advert for the United States Navy starring Tom Cruise and Anthony Edwards) although it's not really based on the original movie, but rather associates itself with it. You see, it's 16 years since the highest grossing film of 1986 was released so it's the name of the film and the F-14s rather than its stars that that appear in the game. This is no bad thing, as arguably it was the aircraft and the

rather than Kelly McGillis and Val Kilmer. So, as you might expect it's you in a plane, flying 12 different missions over a variety of terrain - arctic, ocean, forest and desert as you engage with wave after wave of, er, bogies and the inevitable end-of-level bosses that is the mainstay of the traditional shoot-'em-up.

FIRESTORM ADVANCE

Though info on this potentially exciting shooter is scarce, from what we have seen, this isometricscrolling shooter is shaping up rather nicely - it certainly looks mightily impressive and is undoubtedly a return to the pick-up-and-play games that are more ideally suited to gaming on the move.

of Top Gun (you know, Ridley Scott's two hour long dogfight sequences in the movie that stood out

Arguably, Top Gun launched the careers of Val Kilmer, Tom Cruise and Anthony Edwards into mega-stardom. On the back of this one movie, these guys went on to become Batman, Ethan Hunt and, um, Doctor Mark Greene. However, not everyone profited from appearing or being associated with the movie. Take for instance, Berlin who wrote and performed the movies title track. It was a massive hit thanks to its syrupy lyrics that ought to have ensured further success for the band Unfortunately for fans of slow dancing everywhere, the group dwindled into obscurity almost as quickly as Kelly McGillis career. So, we ask where are they now? Answers on a postcard to the usual address.





(6) Dreamcast

Choose 2

Dreamcast Games For

Only 220,00% NBA Showtime Fur Fighters

F1 World Grand Prix

World Wide Soccer

Revolt

Chu Chu Rocket

Soul Fighter Virtua Fighter 3TB

Slave Zero

oll.

Olieko



Official

Keyboard £7.50



or £29.99 cart Version

Now With 2 FREE Games. 16 Bit Console RF Boxed Unit

Both Systems From Dnly £9.99



PSone Console In Stock Now

GameBov Printer Paper

GameBoy Printers Now In Stock



C Engine GT

Buy Any 2 (TELEGAMES)

Only £40.00

Products For

Buy ANY Neo Geo Game
At Normal Price
(or Purchase the Console Office Ahore)

And Get Any One Of The Following Games
At The Very Limited Offer Prices:

per Sidekicks 2 *** Author 215.00
per Sylve Milesion 2 *** Author 215.00
per Sylve Milesion 2 *** Author 215.00
milesion 2 *** Turbo Grafx Console

YOUR MISSION AS AN IRON SOLDIER

PILOT OF THE UNITED REPUBLIC IS TO

MINIMIZE PENTA FORCES AND

PROTECT THE POPULACE IN A ONE

MAN WAR AGAINST PENTA, THE FATE

'Yars' Revenge'

'Shamus'

'Towers'

GB Advance 'Back Track'

GB Color 'Rhino Rumble'

PlayStation 'Iron Soldier 3'

GB Color

GB Color

GB Color

2NK-Neo Geo

Games And XBOX Accessories Available

Games And GAMECUE Accessories In Stock Call

Now Call For Details

PlayStation

FULL LIST/OFFERS ON OUR WEB SITE: WWW.TELEGAMES.CO.UK

ECIAL OFFER: GameBoy Pocket and Color Car Adapters Only £2.00









WHO HAS THE BEST NEW & USED

NEW	USED
Advance Wars£29.99	£23.99
Bomberman Tournament£29.99	£24.99
Breath of Fire£29.99	£23.99
David Beckham Soccer£27,99	£21.99
Doom£29.99	£23.99
Ecks Vs Sever£29.99	£23.99
Final Fight£28.50	£15.99
Golden Sun£29.99	£23.99
Harry Potter &	
Philosophers Stone£29.99	£23.99
International Superstar Soccer£29.99	£23.99
Mario Kart Super Circuit£29,99	£21.99
Midnight Street Club Racing£29.99	£23.99
Monsters Inc£29.99	£23,99
Spiderman	
Mysterious Menace£25.99	£19.99
pyro Season of Ice£29.99	£23.99
Street Fighter 2 Turbo Revival£29.99	£23.99
Super Mario Advanced£29.98	£19.99
Tetris World£24.99	£19.99
Wario Land£29.99	£23.99
WWF Wrestlemania Road To£29.99	£24.99

OPENING HOURS MONDAY - FRIDAY: 9:00am-8:00pm SATURDAY: 9:00am-5:00pm CUSTOMER SERVICE NO: 0870 876 1444

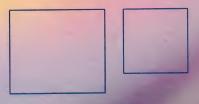








CALL FOR YOUR NEAREST STORE: 0870 112 1111 OR IF YOU WOULD PREFER TO ORDER BY POST PLEASE MAKE YOUR CHEQUE/POSTAL ORDER PAYABLE TO: 'GAMESTATION' AND POST IT TO: One year on, we take a look at what the GBA is offering, and what we really really want...



BREAN GANES



Spells, urine, moles, transvestites, frogs and certain substances. We know what makes for a good game.

WE'VE HAD MORE than a few goes at publishers for rushing out classic SNES and MegaDrive games for the GBA and adding the word 'Advance' to the title. But if they would just release the right ones, we'd all have to agree with them! Well, Super Mario World was a nice treat, but there are so many other classics out there worth reviving. And what about games based on movies and TV programmes? Or (and this may sound a bit out of the blue, but...) what about TOTALLY NEW IDEAS? Oh, sorry. There don't seem to be any of them about. Oh well...

WELL IF WE'RE talking about genuine old games that should be revived, I can think of none better than *Young Merlin* on the SNES. It was a fantastically designed RPG, bursting with genuinely titillating puzzles and stuff. Although there was a mine-cart ride. And it was a hell of a lot like *Zelda*. Still, I'd love to try the whole thing again on a handheld.

What would be far better, though is *Fear & Loathing In Las Vegas*! It's been pointed out to me that Terry Gilliam's movie version of the Hunter S Thompson book would be the greatest racer ever! Basically it's just you and your attorney racing to Vegas, and picking up many substances on the way that could seriously change your driving style, not to mention picking up grapefruit to put you on the right track. You could even have a *Doom*-style fighting game against your attorney in the hotel room, and a battle against the lizard people.

Finally – The Madness of King George would make a brilliant Japanese-style Tamagotchi game. You have to deliver George III back to sanity, checking up on his water and so on to ensure it isn't blue. If you save the Royal Family, you've won! Well I'd buy it anyway.

JEM

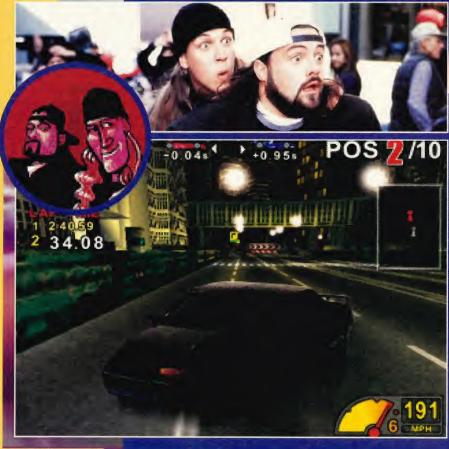




OI NINTENDO! WHERE the hell is Yoshi's Island? You used him in a trailer to sell us the console, then go 'ooooh no... it's not coming out. Sorry! We were just using that as a hardware demonstration.' Hardware demo my buttocks! We want the best game on the SNES, nay... the best game ever made and we want it NOW! Failing that, League Of Gentlemen Kart Racing. You can have Barbara in her cab, Papa Lazarou in his coach, Edward and Tubbs on a pig... or something? All competing for the Royston Vasey Cup! Not that is a precious thing I would pay 30 quid for.







CHRONO TRIGGER, SECRET of Mana and Final Fantasy III on the SNES. The GBA hardware would bring them up a treat (the GBA would make them look even nicer), and they would probably keep me occupied for about a year. But seriously, there's nothing like a great Japanese-style RPG (in English though) to burn away a plane or train journey. Those three SNES games are the cream in my opinion, and the latest news is that Final Fantasy is coming to the GBA, so my dream may be closer than I once thought! Ahhh, gaming as it once was. Actually, what am I saying!? I'll take Shrek Cart any day.

CHANDRA

OKAY, UM, HOW about.. a Jay and Silent Bob game (if that's not a bit x-rated) – Jay and Silent Bob, plus their alter egos Bluntman and Chronic, taken on the world. Pick-ups could include assorted 18-rated utensils, which I daren't describe on these pages.

Alternatively, a Cheese Rolling game – or a Cheese Eating game? Basically I don't think there's enough cheese on the GBA so far. And a *Knight Rider* game would be the very best. Apart from racing around in Kitt, you get to play as David Hasselhoff, so that has to be good.

KAREN

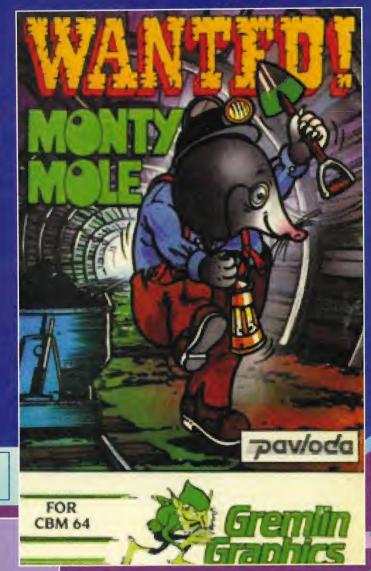


LASER SQUAD - OLD Speccy/C64 (also appeared on the Atari ST and Amiga I think) turn-based strategy game where you had to take a team of marines into a hostile environment to battle a bunch of robots/alieans/rebels, depending on the scenario. Arguably the (very early) forerunner of games like Command & Conquer and Starcraft, only with much simplified graphics and gameplay. The most enjoyable way to play it was against a friend, so a four-player all-against-all battle mode would be ace! Other titles would include Manic Miner, Jet Set Willy and Boulderdash, but they're all on the way already! Ooh, ooh! Renegade and Target Renegade - top beat-'em-ups of their time. A decent version of Double Dragon wouldn't go amiss either. And while we're on the subject, how about the entire Monty Mole catalogue too?

BOY

WHAT ABOUT WANTED! Monty Mole, from Gremlin Graphics? Things were grim back in the Eighties, especially during the miners strike (ask your Grandad). However, coming to the rescue of the working classes was a small mole named Monty – who took on the system and won. This classic platformer saw you controlling the eponymous hero as he stole coal right from underneath the authorities' noses. We want Monty back for the new millennium and the GBA would be the ideal platform for his return.

NERYS



I'D GO WITH Kung-Fu Master 1984 from Irem Corporation. It may be 18-years-old, but this classic coin-op is still as playable today as it ever was. You controlled Thomas as he kicked and punched his way through five levels of the Devil's Temple, each floor of which was guarded by an expert in martial arts. Your goal was to rescue your imprisoned girlfriend Sylvia, who was being guarded by the mysterious Mr X on the fifth floor. It would work like a charm on the GBA. So come on lads, let's have it.

SIMON



1 COIN

PLAYER

COINS

PLAYERS



6 1984 IREM CORP.

ARKANOID ADVANCE: ARKANOID was one of the most addictive games around and could easily be translated to the GBA. Could steal years of my life though... *A Clockwork Orange*: Imagine the world's most savage beat-'em-up as Alex and his droogs run riot on the GBA, all to a stirring Beethoven soundtrack Pick-up weapons include big plaster sculptures and if you don't win through to the end you're put down for violent re-integration into society. Oh, and finally: *Tron*: One of the best arcade games ever – the Light Cycles section would make a brilliant GBA multiplayer game too.

KENDALL





EATURE

But what do you really want to see on your GBA this year?



ANON, VIA TEXT MESSAGE: "Will the classic games *Another World* or *Flashback* ever be released for the Advance?" Well there's certainly no news of it, and judging by the screenshots, this old Amiga adventure may not be up to scratch. But *Planet of the Apes* was a bit like it anyway.

77777

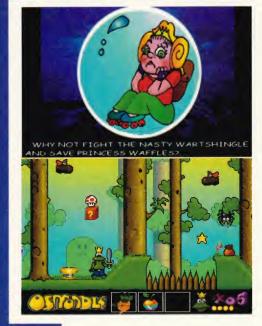
GEOFFREY HALL, CUMBERNAULD:"I can think of only two games that really should appear on the GBA

before the year is out: Super Mario RPG from the SNES, as it's one of the only Mario games I never really got to grips with, and best of all, ToeJam & Earl from the MegaDrive. Those two mental aliens were the best! We want the original and Panic on

want the original and Panic on Planet Funk-a-Tron now, with all the daft sounds and everything! Please!?"







SOOZIE HARDCASTLE, WORCESTER: "I think that your Osmondle comic strips should be made into real games. I am 14 and me and my brother would give anything to be able to play Osmondle in his own platform adventure." Well, okay, this is a letter from the last edition of Dream Games, but at least it gives us an excuse to come up with an Osmondle Advance screenshot or two!



CRASH BANDICOOT XS

An apple a day keeps the blues away!

GRASH XS



⊕ INFORMATION

CRASH BANDICOOT XS

PUBLISHER: VIVENDI UNIVERSAL

DEVICEDER VICARIOUS VISIONS

PRICE: £29.99

PLAYERS: 1

STRT5

- 20 LEVELS
- MANY SECRET AREAS
- SUPERB VISUALS THROUGHOUT
- INSTANT SAVE OPTION
- TOP-SELLING LICENCE

RELEASE DATE: 29 MARCH







"THIS IS A VISUAL TREAT, AND WORTH THE ASKING PRICE JUST FOR THE SHEER QUALITY OF THE GRAPHICS THROUGHOUT"

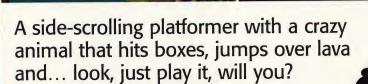




POWER-UP

Sonic has his rings, Mario has his mushrooms, but Crash's way of keeping damage at bay is quite possibly the most stylish! If you happen upon a crate with a colourful African Mask design on it, you can breathe a sigh of relief. The friendly little mask will float around you, now protecting you from one hit. Collect another without losing the little chap and he'll turn silver, then gold with an extra one, and if you're skilled enough to get through to a fourth mask without losing any degrees of safety, your mask will start flashing and attach itself to your face - especially handy when the Polar Bear is after you. Now it's time to run and run to the end of the level as fast as you can, because nothing stands in your way! All enemies and all crates will disappear on touch when Crash is in this mode, but always be ready to walk with caution again, as that Mask's not going to be





man once said, if the whole world was an orange, it would just be too small. And that villainous rotten-egghead Cortex must have been listening. Orbiting high above the Earth, the git has decided to clear the boards of all his evil machinations and concentrate on one little thing: total world domination! Using his latest invention, a massive shrinking ray, Cortex takes aim and fires at Earth, shrinking the planet and its inhabitants to the size of a grapefruit. Which is close enough to an orange, isn't it? Luckily, the brilliant clever dick Bandicoot, Coco, is feverishly working on a machine to reverse the effects, but she needs crystals from around the world to power her invention. And there's only one marsupial daft enough to screw his courage to the sticking point and get out there to collect all the pieces of crystal and return the Earth to it's previous non-grapefruit-sized state: ladies and gentlemen, please welcome Crash Bandicoot!

Crash who? It's a reasonable question when you consider that up to now if you've ever wanted to play a *Crash* game, you've had to insert a CD thingy into a huge block of metal and plastic, then plug it into your telly! And who's going to bother with all that nonsense? With fan's first chance to play *Crash* on a handheld, though, comes an understanding of just how much the mental marsupial owes to a certain Koopa-hating plumber. The three-quarter 3D look is a great addition to what is basically a side-on scrolling platformer, but when you see Crash in this new light, the punctuated block crushing to collect (in this case) apples, while bouncing around jumping on enemy's heads and even swimming through green pipes... it would all be a bit embarrassing if it wasn't presented so well – this is a visual treat, and worth the asking price just for the sheer

quality of the graphics throughout.







CRASHDASH

It's always a tricky one — what do you do when you've pushed your basic gameplay as far as it will go, and then realised that there really aren't as many levels as you thought there would be. Sonic Team got around the problem by not only having four different characters to play the game with, but also by allowing you to replay every level you've completed (as each character) but this time with a timer, forcing you to reach the far right hand side in as little time as possible. Crash Bandicoot XS may not boast a choice of characters, but at least they found space on the cart to offer us the second option. When you reappear in the level, you pick up a

stopwatch and then tear off as quickly as possible, collecting the odd second on the way. Once you're done, the CPU will give you a new time to beat, and so on. Should come in handy for a rainy afternoon at least.





CRASH BANDICOOT X5

COURS



Just think of all the crates that would still be intact if it weren't for USA West Coast freaks Naughty Dog. For it was this very group of videogame wizards that first started work on the technology behind the blockbusting Crash games back in 1994. When the very first 3D adventure was released two years later, it was a massive hit, spawning two further platform jaunts for the PlayStation. Sony always claimed that he wasn't the PlayStation's mascot, but it's hard to accept that when you consider the two other PSone releases, Crash Team Racing, and the party game Crash Bash both genres practically reserved for the Marios of this world. Now with Crash XS and the P2 title Wrath of Cortex, not to mention action figures, duvet covers and god knows what else, it seems that there's a lot of life left in this bandicoot. If you're still interested, check out www.naughtydog.com for a lot more fun and information. They may even update the site one day.



Gonna get me some apples - no matter how dangerous it might be.









BANDICOOTS

PROF EROGENOUS BIPP

They've let me out for five minutes to talk to you about Bandicoots. But I don't want to go back in, it's dark in there. And so cold... Oh yes, Bandicoots. No one in the history of the English speaking peoples has ever appreciated the value of a bandicoot in full rage like dear old Sir Winston Churchill. Everyone knows about his penchant for cigars and brandy, but the big-bald-babytype leader of this nation and icon of the war years also kept a regular group of four bandicoots around him at all times - Chloe, Sid, Celia and Sid Two. He was quoted as slurring: "I have two bandicoots called Sid because one never seems enough, does it?" Even when bathing, the furry quartet were always closely at hand for the eloquent hero, and it's well known in knowing-about-this-sort-ofthing circles that he had a secret plan to get a battalion of 30,000 bandicoots drunk and drop them in Nazi Germany - so convinced was he of their destructive powers. His plans were quickly curtailed however when President Eisenhower persuaded him not to, before hushing the whole affair up, claiming that: "It won't help the Allied forces if they know that the Prime Minister of Great Britain is a god-damned loony". Sir Winston never saw another bandicoot again.

Professor Bipp knows absolutely nothing.





"MUSIC AND SFX ARE FINE, BUT WE REPEAT, IT'S IN THE VISUALS THIS GAME REALLY ROCKS"



Often mistaken for Tarzan – without the vines, of course.

The quality of the gameplay isn't COMMENT equal to that of Crash's fellow

flagship heroes Sonic and Mario. Anyone expecting a full-on PlayStation romp may be surprised to find Crash moving solely in 2D. Not that the platform action isn't both fun and addictive, but it's all very linear and not exactly wide-ranging in style, even if there are a couple of terrifying surprises in store as you wage your war against the despicable Cortex. Otherwise there are snowy, jungle, underwater and industrial levels in each stage of the game (an oldhat range that would even make Osmondle blush) inevitably backed up by a boss after five levels are through. In fact, although the grapefruit story line is both fitting for this mini-adventure and surprisingly original, the fact that it boils down to a mission of 'collecting crystals' doesn't exactly make you wet yourself with originality, does it? It's just one step from the boring old 'rescue so-and-so from the evil thingummybob' scenario.

With 20 stages in all, it's not a massive mission, but thankfully the small quantity of action is nothing compared to the quality of the execution. And there are always the added bonus levels and



BREAK FROM THE NORM

Some may be a bit disappointed by the linear nature of the levels in Crash, but there are a couple of surprises in store. Without a doubt, the most scary break from the norm on this cart is the Polar Bear chase, which appears half-way through each Icy level. You pop down a hole, onto baby bear's back, and then it's a breakneck front-facing race to the exit, fleeing from the outraged mother. Walruses, electric fences and Nitro blocks are just some of the obstacles which appear out of the blue, even the many bonuses won't prevent your hair

bleaching every time the chase is on. Then there's the nightmare of Crash's aerial missions, which are levels in their own right. In a similar vein to Spyro on the GBA, Crash has to navigate through a minefield of flying bombs, fighter planes and falling Nitro blocks on a four-stage journey to the defeat of Cortex's blimp.



the challenge of collecting everything once you've completed Crash's journey. If you explore every avenue in each level, crashing into each Exclamation crate, you'll collect an extra crystal at the end, and these will unlock some more bonus areas. The way that you need bonus skills to unlock secrets also adds a good few hours onto the gameplay!

Otherwise dodging TNT and Nitro blocks while spinning away nasties (from purple slug things to evil scientists) makes for a tough challenge, which gets more and more evil on the way through. The save options and checkpoints help a lot on the way, but it's going to take a serious amount of real gaming genius to beat the final boss.

Music and SFX are fine, but we repeat, it's in the visuals that this game really rocks. For instance, leave Crash on his own for two minutes and he'll pull out his own GBA and start playing! So if the challenge gets too tough, you can just stare at the screen for ages and soak in the detail of Crash's brilliantly clichéd world. We're beginning to see what all the fuss was about.

Jem

Those demon gamefreaks at Vivendi Universal have most kindly donated not only a brand-new Game Boy Advance, but also three copies of Crash Bandicoot XS to give away to you undeserving lot. Whether you get the console or not, this is one consolation prize not to be sniffed at! To get your mitts on the goodies, simply answer the questions below and get it to us well in advance of 22 May, imaginatively marking your entries 'Crash Compo':

- Q. To what country are Bandicoots indigenous?
- A. Wales B. Australia C. India
- To what size does Cortex shrink the World?
- B. Grapefruit C. Orange



BERUTIFULLY CRAFTED, BUT SHIMPED ON EXTRAS!

CRASH BANDICOOT XS



This is what it's all about, really. It may be lacking in many areas, but if you're rich enough, this is worth buying just for the graphics.



Again, extremely impressive, with very nice samples throughout. Although the tunes can get a little



GAMEPLAY

Pure platform action, with nearly every cliché present. But there are more than a few surprises along the way too.



LIFESPAII

There are quite a few secrets lurking, but between the absence of link-up and lack of variety, this



ORIGINALITY

The Polar Bear chase is really great, but otherwise it has all been done before. Quite a few times in fact

ALTERNATIVE

SPYRO: SEASON OF ICE

From the same stable, but this title is definitely a better game, filled



as it is with detail and some tricky challenges.

OPINION

ISN'T HE ORANGE!
"This latest excursion for Crash is inexplicably addictive. It looks great and plays great, but it's so old-fashioned and lacking in extras. However, we still we keep on coming back for more, and so will you!'

SIMON

FINAL SCORE



ONE FOR COMMITTED GBA FANS, THANKS TO THE **GRAPHICS. GREAT IDEAS, BUT A BIT SHORT OF** EXTRAS. AND ORIGINALITY.

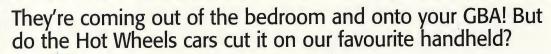


HOT WHEELS: BURNIN' RUBBER





HOTWHEELS: BURNIN' RUBBER



OT WHEELS: BURNIN' RUBBER

UBLISHER: THO

WELFFRE ALTRON CORPORATION

RIGE: £29.99

LAYERS: 2

WANYONE

Unfamiliar with the fantastic world of Hot Wheels might be forgiven for thinking that this game is all about running about stealing other people's cars. However, tempting as that idea might be (GTA3 on the GBA? Now that would be cool...) Hot Wheels is actually the handheld debut of those nifty little toy cars produced by toy god Mattel, and it boasts a selection of some 25 vehicles based on the genuine article!

Players can choose to play in one of three modes – Grand Prix, Free Race and Time Trial, with an option to get together with a chum for some adrenaline-charged link-up action too. The Grand Prix mode is the bread and butter of the game, presenting serious racers with the chance to work their way through several cups, unlocking more tracks and cars as they progress. Free Race, meanwhile, is the place to head for a spot of practice, allowing you to go hooning around any of the tracks unlocked so far, whilst the ubiquitous Time Trial does exactly what it says on the tin.

The tracks themselves are set in a selection of weird and wonderful environments. Dodge balls

on a billiard table, hop over flowers in the garden or charge through lapping waves at the seaside... from the sublime to the ridiculous, you'll find plenty to keep up the entertainment value here. A maximum of six other racers will charge around the track with you, making the odd collision inevitable – and sometimes intentional!

But it's the cars

that are important here, and fans of Hot Wheels vehicles will be in their element with the selection on offer. The game also comes complete with its very own garage, where you can tinker about with your car's tuning to your heart's content – provided you have the cash, that is.

It's all fantastic fun and offers enough options to keep racing fans smiling too. The various courses present plenty of challenges (although a few more would have been nice, bearing in mind this is a GBA title), drivers can choose between manual or automatic and the standard of competition in the later stages is pretty high. Irritatingly tricky moments can arise on some courses when the dark GBA screen presents its usual problems, and the odd dubious situation occurs where competitors' vehicles pop up out of nowhere in front of you.

However, for a handheld game, it all looks pretty pleasing, with some fine scenery to look at should you dare to take your eyes off the road for a minute and, as racers go, it's definitely a hot one!

Karen





IN THE WORLD!



THE CAR'S THE STAR: The vehicles available are virtual versions of real-life Hot Wheels cars but better you can change the specs to get your dream motor! (B) ZAP 818

ON COURSE

The various tracks on offer in Hot Wheels take you from the desert all the way to the jungle, stopping off at the garden, beach and somewhere very snowy along the way. However, it gets much more bizarre than that, because in amongst the sixteen tracks are some seriously odd locations much more suited to your miniature vehicle. You'll find yourself skidding up the keys of a piano, racing around a dining table, dodging soap suds in the bathroom, swerving about on a backgammon board and even heading up into the sky to charge around the clouds!









"IT'S ALL FANTASTIC FUN AND OFFERS **ENOUGH OPTIONS TO KEEP RACING FANS SMILING TOO"**

NAME THAT TUNE

Just like in those serious racing titles on the 'grown up' consoles, you will unlock more vehicles as you progress through the game and earn cash to spend on them. Initially, you'll have a choice of five to race with, coming under the categories of Street Rods, Super Sport, Super Screamers, Muscle Cars and Sports Gallery, but more will soon be unlocked, like the mean-looking Evil Twin and the futuristic angles of the Maelstrom

Every time you place first or second, a certain amount of money is awarded, which you can then take to your local mechanic to have your assorted vehicles tuned up. At the garage, you can tinker about with the engine, suspension, computer, brakes, wheels or rear end in exchange for your hard-earned cash. The mechanics in this particular garage are pretty honest too, and you'll soon end up with a set of vehicles guaranteed to leave your competitors blinking in the dust



ACCELERATION II



ADVANCE ERDICT

BURN BABY, BURN -IT'S A HOT DOE!

HOT WHEELS: BURNIN' RUBBER



Good for the most part, though it can be darned tricky to make out where you're heading on certain tracks



Unfortunately, it's nothing spectacular, but at least it's not offensive - those quirky little tunes just keep racing on.



GAMEPLAY
This certainly is lots of fun and there are enough 'serious' options to keep the sensible racers entertained too.



A range of modes and the elusive first place mean you'll keep coming back! More tracks would have been nice though.



ORIGINALITY

Well, there's nothing new here and it is quite similar to *Micro Machines* in some ways, but it
does its job well nonetheless!

ALTERNATIVE

GT CHALLENGE

A top-notch Game Boy Advance racer from Kemco, It's certainly one for those of

you who



are pretty serious about their handheld driving!

OPINION

ROOM! "This is exactly what we expect from a GBÁ racing game. It's fast, fun and most importantly, it's easy to get into. If you are looking for a racer to add to your collection then you could certainly do an awful lot worsxe than this."

FINAL SCORE

THIS IS A NICE RACER WITH AN APPETITE FOR **FUN. GO OUT AND GET IT** WHILE IT'S HOT!





EN SUN

As you can see, the map's huge... and this is only half of the whole world!



■ Do you believe in psychic powers? No? Well, maybe Golden Sun will change your mind... or then again, maybe not. In any case, one of the focal points in Golden Sun is the subject of Psynergy – a mystical power that all of the main characters in the game possess. Having the ability to control Psynergy opens up a great deal of options for you in the game, as often you'll have to check

ID TENNIS

exactly what powers each character possesses when you run into a dead end; you can use these powers to open up new paths or solve all manner of puzzles. Something blocking your way? The Move power might be able to shift it. Think someone might not be telling you everything they know? Then use the Mind Read power to probe their deepest thoughts. There are all

kinds of Psynergy, from the helpful to the harmful; you can heal characters up, make plants grow to help you reach high ledges, power up your weapons or cause your enemies to burst into flames. The more powerful your characters become, the more abilities they'll learn... discovering them all is one of the reasons why Golden Sun has so much life packed away inside it!





Profession location

which will give you an idea of how much there is to explore. Of course, you won't get a true idea until you actually play the game – so don't be too surprised when you realise that it'll take you ages to see everything. The in-game map lets you keep track of where you are and where you've been, but it won't show you where you're going... that's for

you to discover when you actually get there!



a's Water Power rises by 30! ret summons Kirin!

epic RPGs are generally reserved for the home markets – not only do you need to spend a great deal of time and effort playing them before it's possible to truly appreciate them, but the visual and audio effects required to create a ground-breaking adventure game these days far surpasses the capability of a handheld console. At least, this used to be the case... but now that we've got the GBA, would you be the tiniest bit surprised if we told you that things have changed? Maybe...

Putting it simply, Golden Sun is something rather special – some of you might not be old enough to remember, but it harks back to the days of the SNES and a game called Secret Of Mana. Created by Square (the developer behind the legendary Final Fantasy franchise), it was tough to pinpoint just what made Secret Of Mana so amazing... was it the totally deep and involving storyline? The gorgeous graphics? The melodic music? The stunning amount of gameplay? In actual fact, it was all of these and much more – the very same reasons that help to make Golden Sun so great. Oh, and (of course) there's the fact that rather than having to stay indoors and play it, you can take it everywhere thanks to the portability of the Game Boy Advance. Did we forget to mention that one?



Falls

Fuchin



FIGHT! FIGHT! FIGHT!

If you've ever played RPGs like *Final Fantasy* on the PlayStation and *Skies Of Arcadia* on the Dreamcast, you'll know what to expect from *Golden Sun*. Rather than being completely in real-time like any of the *Zelda* games on the Game Boy (where you can see any enemies around you and fight or ignore them as you please), *Golden Sun* features random battles that occur as you explore the various dungeons, caves and temples of the game. These take place on a turn-based system – you enter all of your

commands for each character (whether it be to attack by hand, cast a Psynergy ability or use an item) and then watch them do their thing, as well as see how badly the enemy damages you. If you haven't played an RPG featuring this tried-and-trusted system, it might take a bit of getting used to; not because it's difficult, but mainly due to the fact that being forced into a fight when you might not want to can be a bit annoying for some people.











THRUE THE POWER!

■ Every RPG has its own scheme for magic and other hocus pocus, so it's no surprise that *Golden Sun* has one too. As well as the Psynergy that each character possesses, you can find elemental creatures known as Djinn around the land — these will join your party and assign themselves to a character when found, although you may have to fight them on occasion. Each Djinn that you acquire will grant you a new ability in battle such as increasing your defence, healing characters or striking a massive blow on an opponent. Using your Djinn during a fight places them in Standby mode that means they can't be used again for several turns — however, this allows you to summon up giant monsters against your enemies instead! The more Djinn of the same element you've got on Standby, the bigger the monster... call them up and crush your foes!





Kalima



If you wanted to COMMENT sum up Golden Sun in one single word, it'd be rather difficult to do - there are just so many that fit the bill perfectly. 'Outstanding' would be one of them, as would 'brilliant', 'fantastic' and 'a breathtaking work of genius'... though that's probably four words rather than one. Still, that doesn't really matter - all you need to know is that Golden Sun is one of those few Game Boy Advance titles that falls quite solidly into the must-have category of games. If you're even the slightest bit interesting in RPGs, this will have you crying into your GBA with pleasure... but even if you're not, it might very well be the one to convert you.

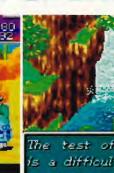
There's no doubting, though, that it's a game for the long haul – if you're the kind of person who likes to pick up your GBA and play for about twenty minutes before finding



I CHALLENGE THEE!

If you fancy taking a break from exploring the lands of Golden Sun, you might want to think about trying your hand at Arena mode - here, you'll be able to hone your skills by fighting against all the monsters that you've met so far in the game (including the bosses). The arena is set up so you can dive right into any number of monster battles without having to wander around, looking for a fight; it'll also keep a track of your wins and losses, as well as allowing you to heal up your party if something nasty happens to them. What makes things even more interesting in Arena mode is that by linking up two copies of Golden Sun with the GBA Link Cable and loading in your characters, you can face off against your friends in a battle to the death! Naturally, these fights can prove to be much more demanding and strategic than the usual monster battles so make sure you're on your toes when taking on another player's party...

"ALL YOU NEED TO KNOW IS THAT **GOLDEN SUN** MANAGES TO FALL QUITE SOLIDLY INTO THE MUST-HAVE



CATEGORY OF GAMES"

is a difficult one enter until you are r

other travellers willing to join you on your epic ques

something else to do, then you really shouldn't go for Golden Sun. Why? Not because you won't like it, but mainly due to the fact that you'll never get the amount of pleasure out of it that you could. Much like any top-of-the-line adventure game (such as any of the Zelda games or Final Fantasy, all available on the GBC), much of the enjoyment is gleaned from long playing sessions that allow you to be absorbed into the game... until you look up to see what time it is and realise that there's only two hours before you've got to get up for work again.

This small point aside – and it is a point and not a flaw, because these problems are the nature of the beast with an RPG of such epic proportions - there's no doubting that Golden Sun has all the qualities of a great adventure game. Not surprisingly, considering that the GBA has the same amount of power

as the PSone, the visuals are an absolute treat; every location in the game is displayed in minute detail whether it's Isaac's home town of Vale, the snowy mountain ranges of Imil or the wastes of the Lamarkan desert. The audio also cleverly fits into each setting and changes depending on where you are and what might be going on (exploring, fighting and so on), as well as being beautifully symphonic and great to listen to.

Ultimately though, it's the amazingly deep story that makes Golden Sun such a draw - you'll be dying to know what happens next just because there are so many plot twists and surprising events. Of course, we're not going to spoil it for you... that's why you'll have to go out and buy it for yourself. Trust us - it's a decision you won't ever regret.

MARTIN

BEAUTIFUL DEEP AND TOTALLY ABSORBING!

GOLDEN SUN



UISLIFIL

Considering it's on a handheld, we can hardly believe how detailed and downright gorgeous



Typically outstanding RPG fare; beautiful symphony music that fits every mood in the game. We



GAMEPLAY

Absorbing to the extreme - the storyline has plenty of twists and turns, while the puzzles and fighting add flavour.



LIFESPAN

Well, we've been playing it for weeks now and we're still nowhere near the end... that's longevity for you.



ORIGINALITY

Okay, so it smacks of other classic RPGs like Secret Of Mana but that can only be a good thing in the

ALTERNATIVE

BREATH OF FIRE **ADVANCE**

Another really great adventure title, although it's an old SNES



port rather than a totally new game. Still, we liked it...

OPINION

IT'S HOT! "It takes the power of the Game Boy Advance to make a game as great as Golden Sun. The developer really has made an effort – if you're anything like us, you'll be playing for a very long time to come indeed...

FINAL SCORE



EXACTLY WHAT THE GBA NEEDS - A LONG LASTING, GORGEOUS TO LOOK AT AND TOTALLY ABSORBING GAME.



SHREN - SWAMP HART SPEEDWAY

This one's a real donkey...





Wow. Look at the detail in every single jutting pixel!

SHREK SWAMP KART

ADVANCE

∌ Information

SHREK - SWAMP KART SPEEDWAY

PUBLISHER: TDK

OEVELOPER PROLIFIC

PRICE: £29.99

DRIBINA US

PLAYERS:

⇒ STHTS

SIXTEEN SIMILAR TRACKS

TWELVE SIMILAR RACERS

MULTIPLAYER WITH MULTIPAK

■ ANOTHER MARIO KART CLONE

BASED ON THE HIT MOVIE

RELEASE DATE: 29 MARCH

What do you do if you've got a licence past its sell-by date and a deadline to create a GBA game? Well, not this if you have any integrity...

THIS IS AN extraordinary game. Almost inexplicable. With almost no exception, it is the worst game ever to be reviewed in these pages. It's simply the most cynically created, idly designed and unbelievably unenjoyable title yet made for the Game Boy Advance. There are many four letter words that suit Shrek Karting down to a T, but we'll settle with three of them: very, very poor.

Where do you start with the drabness of this game? Is it the fact that it's cynically created from a tired licence, presuming that we won't care because it's vaguely based on a big movie that's already old hat? Is it the way the designers lazily cribbed every ingredient in the mess from *Mario Kart Super Circuit* – and still created a total pig of a racer? Is it the unbelievably poor sound, mixing clunky soft-porn music with horrendously recreated samples, one per character and all indistinctively rasping and tinny? Is it the despicable design, jagged graphics, poor contrast and fuzzy visual quality generally? Or the truly pathetic handling of every cart, trapped in invisible walls and slipping on objects clearly two inches away from your kart? Is it the

threadbare amount of options and tiny number of tracks, almost all of which are practically identical? What is it exactly that makes this the most infuriating, piddling mess of a game ever to enter the TOTAL ADVANCE office?

Although most people now have next to no interest in the Shrek licence anyway, there could have been a nice game somewhere in a fairytale-based kart racer. All kart games are a poor shadow of Mario's opus, but as a mini-genre there have been quite a few enjoyable themes explored, and the chance to race as famous characters from Robin Hood to the three Blind Mice, with all the special skills such characters could use, sounded tempting. But as much effort to explore the quirky side of each character is shown here as was inherent in the *Shrek* movie: a few weak gags at best.

It's a real shame that this title, this game which has made us all seriously question whether there really is such a thing as 'evil' in this world, should come from TDK. The company (hitherto praised for the originality or sheer playability of titles such as Wendy Every Which Way and Lady Sia) and, most of all, the designers must know full well just what an insult to the GBA Shrek Kart is, and yet they're still going to subject the public to it, safe in their anonymity. Whereas if this were a musical or movie release, no-one involved would ever work again. After half an hour, when you've completed this game, check the names in the credits. And remember never to touch any game with which those perpetrators are connected ever again. Having played it for more than an hour, we hope they all live miserably ever after.





MULTIPAK RIP OFFI: And presumably all you get is a simple four-player game. But no two people should ever buy this game anyway! Multi Pak Link

Inse

Game Bo



I think I'm going to be sick. No, really, I am.



Multiplayer

WHO'S WHO

Igre Kant

DVANCE

RID US OF THIS TURBULENT GAME!

SHREK – SWAMP **KART SPEEDWAY**



UISUALS

Mirror, mirror on the wall, which is the ugliest game of all? Which one gave us headaches and osebleeds? This one!



Wow! The worst sound yet heard on the GBA as well! No options, awful samples and four or five unbelievably poor tunes

GAMEPLAY

We turned on the GBA when the batteries were just about to go and still had time to complete the entire game.

JEESPAN

Even the multiplayer option is only available with Multipak – where are you going to find TWO people stupid enough to own this?

ORIGINALITY

You're joking! They've tried to copy *Mario Kart* and totally failed. Whether through neglect or incompetence, we don't know.

ALTERNATIVE

HALLOWEEN RACERS

This Game Boy Color game is infinitely

more enjoyable than Shrek and, what is more, you can probably

get it for a fiver too!

OPINION

SHOCKING! "Yes, 9% seems a bit harsh. Still, considering the whole thing feels totally unfinished... well, it's more than it deserves. You can't fob us off with a poor version of Mario Kart just because the film was a big hit!"

MARTIN

FINAL SCORE

A BADLY MADE WASTE OF TIME AND EFFORT, LIKE A FAIRYTALE, ONLY MUCH, MUCH GRIMMER.

ELEBRATION IME? COME ON!

See this? This is your reward every time you complete a section of the game. The Donkey comes along and covers you with mud! Then you blink with your three-pixel eyes, and that's it. Every character has the same ending exactly. And when you complete the whole game, guess what you get then? Yes, THE BLOODY CREDITS. Makes you feel all warm inside, doesn't it?



Look at all the characters you can play as! Secret ones?
Donkey, Robin Hood,
Farquaad and the Wolf,



asdf asdfasdf





TEARS OF MY TRACKS

With a piffling sixteen tracks, each playing exactly the same, you either move round three laps with mindnumbing ease, lapping all the other mediocre racers or, at best, you fail miserably due to bad design rather than a tough challenge. Even the CPU doesn't really understand each dull race and often the Reverse warning shows up when you're merely drifting along exactly the right way! And drifting is the word, too, as you'd get more of a feeling of being in a race by sitting on the toilet shouting 'brum brum' than you do pushing your kart-shaped cursor forward through the messily designed tracks. There are a lot of log bridges but we'd like to see how they stay up, being constructed of one big block of brown stripes - half of the way round you really do look as if you're completely still, when you're supposedly doing 100mph! And it's really fun to fall through thin air accompanied by an unintentionally surreal water splash!

BONUS MY ASS! (AS IN DONKE

There are six collectable 'bonuses' available as you make your wa around the tracks – the shiny ones are good, the black ones bad. The four supposedly good ones include having pumpkins spinning around you instead of Koopa shells, (although they don't protect you at all, simply firing missiles, just like the Star icon which also appears here) simply firing missiles, just like the Star icon which also appears here) a frog-type thing that gives you a blast of speed, a 'thumbs-up' icon which must do something, and the chance to turn into Little Red Riding Hood. None of us has yet found a single reason for the last one – Little Red looks like a pile of dung (we actually thought that's what it was) and plays exactly the same as any other racer. If you get a bad bonus, you either briefly become a pumpkin, which reverses controls slightly, or you fall asleep, grinding down to a halt. And lose. Boo-bleeding-hoo. We haven't yet found a bonus that stops you getting caught up in the scenery or makes the game good in any way.



"THE MOST INFURIATING, PIDDLING MESS OF A GAME **EVER TO ENTER THE OFFICE"**





PETER PAN RETURN TO NEVER LAND

ÄÖVANCE

∂ INFORMATION

PETER PAN: RETURN TO NEVER LAND

PUBLISHER: UBI SOFT

DISNEY INTERACTIVE

£29.99

US

STATS

- **WELL-KNOWN LICENCE**
- INCLUDES FOUR HIDDEN MOVIES
- TWO BONUS SECTIONS
- PASSWORDS, SADLY
- YOU CAN FLY AND THAT

RELEASE DATE: 28 MARCH

So many Disney titles have been dull, unimaginative plastic capers. Will Peter's magic make a difference?

J M BARRIE was always proud of his creation of a children's literary classic, but always felt that his stories of Peter, the Darlings and the villainous pirate Captain Hook had never been presented as his imagination saw them. "In my mind," he could almost have said, "I saw Peter as a very small man on a kind of sideways-moving, colourful adventure - playable on a small lump of metal and plastic." He then probably began raving about fairies again. But, at last and long overdue, his original vision has been lovingly cobbled together by Disney Interactive and Ubi Soft. In this possibly shameless sequel, Peter arrives in the capital to look up Wendy and finds that, in his absence, she's grown up and had two kids of her own! (Chicks). So he duly whisks them off for a spin to Never Land, with all the dangers that place contains. Disney and Ubi Soft are

a coupling that we don't see that often, but when such game appears it's usually a teensy bit more

enjoyable and well crafted than most Disney handheld rip-offs. And visually, at least, Return To Never Land is a slice of luxury from the beginning.

The graphics are lusciously

impressive in the early levels, especially during the flight through London. But the sad thing is it doesn't play quite as well as you'd expect. Peter's supposed to flit through the air like a show-off hummingbird, but controlling his flight feels incredibly arthritic and the very first level's incredibly tricky for that level only.

It's also a shame that the game descends into an almost laughable cliché somewhere in the middle section of Peter's adventure, with tiresome key searching and predictable enemies. Thank god a certain amount of variety has been included to break up the pedestrian platform sections, with both a Spyro-style 3D flying section and a cannonball shoot-'em-up sequence, both of which flash by without a second chance unless you're geared up for them. There's also a rather scrummy bonus movie section, which opens up ten-second snippets from the Disney movie when you find the hidden reels of film! Aside from this, there's really not much else to do once you've conquered the Captain. Perhaps you're supposed to just sit back and enjoy the ride, but Game Boy Advance games are all a bit pricey for only one play, aren't they? Is your birthday

coming up soon?

Jem



G SMOKE



TERRIBLE MAN: Just before the end, an extremely rude pirate will try and finish you off. There's only one way to deal with him – into the briny!

"VISUALLY, AT LEAST, RETURN TO NEVER LAND IS A SLICE OF **LUXURY FROM** THE BEGINNING"

TIC TOC GI

enraging point of Peter's mission. You materialise in a battle with Hook's nemesis, Tic Toc the crocodile, and with no clue how to get the big scaly sod! Stalactites throw you way off the trail, and seriously nothing you have learnt so far is going to get you anywhere. Having just picked up the game, you could be dissuaded from wanted to continue, but don't panic! What you need to do is leap high over him thrice, avoiding his lunge, and then bum bounce him when he's dizzy. It sounds disgusting, but though at times a perfectly timed move can knock you out for no reason, it does eventually do the trick after what feels like ten times.



UISUALLY MAGIC, BUT NOT INNOVATIVE.

PETER PAN - RETURN TO NEVER LAND



UISUALS

Quite breathtaking for a little 'un. Peter's beautifully rendered flight through London is spot on, even if detail is at a minimum.



ALIDIO

They've been quite generous with the samples, but Peter's bleating 'No!'s get most annoying. Still, all Disney tunes are in place.



At least they had the sense to inject a few moments of variety here and there, but still a lot of



LIFESPAN

The movie bonuses are a great idea, though they're unbelievably short. Passwords and old ideas



ORIGINALITY

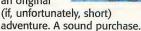
See above. Floating coloured keys did not play a big part in the original *Peter Pan* story. Disney, eh?

ALTERNATIVE

MONSTERS, INC.

The other recent and encouraging Disney title. This game

certainly boasts lovely graphics and an original



OPINION

AHH, TO BE YOUNG FOREVER! "This is a

mouth-watering adventure for a Disney title. It sure is gloriously designed and fun to play, even if it is a bit corny at times. A sound offering for real Game Boy Advance connoisseurs.

NERYS

FINAL SCORE

TWO LUCKY SEVENS FOR **AN ADMIRABLE** PLATFORMER, EVEN IF IT'S NOT OUTSTANDING.





FIGHT AND FLIGHT

These little shifts of gear are crucial additions to GBA platformers these days, but they can be a total waste of time unless you're pretty swift! Peter Pan boasts two special sections, which pop up out of the blue. In one you control Peter as he soars through the air avoiding parrots and cannonballs, but before you can get accustomed to the novelty you'll be shot out of the air like a crap partridge, unless you're damn good. The same can be said of the other cool addition, in which Pan has foolishly been given control of a cannon, and a load of pirates to shoot at. Another one that's hard to get the hang of, and it's silly to not give you the option to replay them. Still, at least the effort has been made, and they should require occasional replays.

MOVIE MADNESS

will certainly get you back into Never Land at least once



- This is the first available A brace of small movie, running for a humble thirty seconds.
 - boats appear from out of the fog..
- Carrying the evil. villainous Hook and his nasty cohorts...
- They land on Peter's island, set on more evil mischief...
- But, of course, little Smee has to ruin it for everyone.









SUPER MARIO ADVAN



It's-a-him again! The most famous plumber in the world, bar none, back on the GBA in one of the best games ever. Worth buying? Er, possibly.

ÄÖVANCE

⇒ INFORMATION

SUPER MARIO ADVANCE 2

PUBLISHER: NINTENDO

DEVELOPER IN-HOUSE

PRICE: £29.99

DRIBIN JAP

PLAYERS: 4

STATS

- Inia
- FOUR-PLAYER LINK-UP
- CLASSIC GAME REVITALISED
- TWO ONE-PLAYER GAMES
- CHOICE OF LUIGI OR MARIO

LOADS OF LEVELS

RELEASE DATE: 1 APRIL









1991, EH?

New Kids On The Block were breathing their last, nobody was

letting it lie, and a certain Super Famicon, AKA SNES, hit the shelves. And anyone who had one of them also had a headache from exploring the most impressive platform adventure of its day. In fact, most people would probably go further, insisting that Super Mario World is the single most influential game of the last decade, which should make this handheld adaptation a huge hit and a welcome return to the limelight.

Which it most assuredly is, but please allow us hardened old hands to voice a few grumbles before we head straight onto the gushing praise. The

problem with this game for most adult gamers is that we remember it only too well! And though a surprising amount of changes have been made for this version, it's still not quite what GBA freaks deserve. For many people, Super

Mario World has never been away, either by re-playing the SNES on extremely boring days or playing via the PC, this game has never been out of the public domain. In fact, it's quite scary how you can play through and complete whole levels and once-tricky manoeuvres without even thinking about it! The ease of movement isn't at all diminished by the GBA screen and it all looks and sounds as good as ever, but Mario veterans can get the entire huge adventure licked in one day's hard play. It's almost impossible to keep down the odd yelp of nostalgic glee (even in bitter old cynics like us) but when you consider the pointlessness of the two-player option, and the fact that we're still waiting for an original handheld Mario adventure, it could seem like slim entertainment for a thirty-quid price tag. For the uninitiated, we'll rate this game on its own merits, which instantly gets Mario Advance 2 a whopping score. But still, more experienced players can be forgiven for totally ignoring the new release.



5.6 5.2











GHOSTY GHOSTY, GO AWAY!

This was the first time that the paranormal side of Mario's world was explored. What would the Mario legacy be now without all those annoying little boos? It's in the Ghost Houses that you'll find the most mind-bending puzzles, with all sorts of series of moves required to find your way out of the eerie mazes, all packed with vicious ghosts — that you can't ever destroy! That is unless you count the giant boo in the second Ghost House on the Donut Plains. Use the P block to give you a platform for the floating door, then head up the vine here, and through the door! You'll be faced with two tiny boos and the big fellah, who buckles after three hits with the purple blocks — you're on your way to Star Road!





LIKE THE MITCHELLS

The biggest drawback with this new release is the tired old multiplayer option. Here you've got the same single-screen arcade romp as you had with *Mario Advance*, only with a few design changes as you go along. Okay, so it's always fun for a few quick levels, but repeating the same option on two games is more than a little cheeky, isn't it? With multiplayer you can take on up to three pals as little Mario brothers, determined to bounce the stuffing out of each other, just to get more Koopas and score more points. The problem is, the four-player mode is almost unplayable, with lots of the little beggars on the same screen. No more of this on the next game, Nintendo!



This one's always a shock.
Four triceratops?

TIME
25
2

TIME
9 × 35
97 117950

All that aside (get ready for it), this is a videogame classic of titanic proportions! Mario had shown that he had more to give the world than gobbling down mushrooms and jumping down pipes in the last two NES Mario adventures (no doubt Super Mario 3 will pop up as the next 'Mario Advance' before we get any new adventures), but it was only in this game that the sheer scale of Mario's world opened up and Nintendo got a chance to show us the real depth and quality of gameplay the plucky little plumber was capable of.

The intro to the new version of the game differs slightly from the 16-bit version. Your adventure begins with Mario and Princess Peach flying over Dinosaur Land in their hotair balloon. They stop off for a chat with Luigi and the two brothers take the chance to go for a spin across the skies with their new

super-hero capes. Yet when they get back, all they can find of poor Peach is her handbag (no, they certainly haven't got politically correct in their old age...), but then it's not until the Marios find the deserted cottage of Yoshi the dinosaur that they know the full extent of bad old Bowser's latest evil coup.

From Yoshi's Island to the final showdown in Bowser's Valley, there are loads of exciting levels to conquer, with somewhere in the region of ninety-six different ways of completing them overall. Starting with the first instantly recognisable side-scrolling plains, through deadly booby-trapped ghost houses, deep-sea swimming levels, giddy high-rise caverns and, of course, many lavafilled castles, *Mario Advance 2* never lets up on quality of detail, hidden secrets and addictive fun.





Some people have commented on the slight lack of detail in this miniaturisation, but it's hard to see where the visual quality has been compromised – it looks exactly like the SNES version and even the quality of the sound isn't diminished by the tiny GBA speakers. In fact, despite the great added SFX and voice samples, you can keep the game turned down if you like. The music to *Super Mario World* is so classic you can hear every tune in your head the second that Mario lands in an icy cavern or a red-hot dungeon – and you can always annoy your friends with your own version of each ditty!

So it's as good as ever it was, but the innovations Nintendo has made should not be taken for granted. The option to play as Luigi (with his massive leaps and ability to knock all the coins out of a block with one bump) really gives the game a new feel. Okay, so *Mario Advance 2* is a bit of a disappointment when compared to the shiny new offering from *Sonic*, but if videogame nostalgia is your bag, you'll never get better than this – it's like 1991 all over again. Whether that's a good thing or not depends on you.

Jem

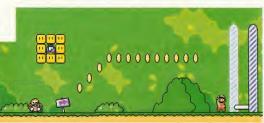
"OLDER PLAYERS CAN BE FORGIVEN FOR IGNORING THIS RELEASE"





It would be journalistic suicide to claim that the 1993 live-action Super Mario Bros was 'good' exactly, but it certainly makes for interesting viewing. Starring cockney thesp Bob Hoskins and Moulin Rouge's John Leguizamo as the valiant plunger bearers and Dennis Hopper as the villainous King Koopa, this movie was celebrated as an absolute turkey on release, mainly due to the fact that it was too childish for sci-fi freaks and too different to the games for Mario fans. But what genuine Mario references there are in the movie are taken almost wholly from this one title. Following Luigi and Mario's descent into a parallel universe where dinosaurs have survived and evolved (and their subsequent mission to save Princess Daisy from Koopa), many familiar characters and items pop up... though Toad is a seven-foot tall busker, Yoshi is an ugly lizard and Koopa (not Bowser) looks like Dennis Hopper really. But at least the day is saved by a tiny little Bob-Omb retrieved from the fungus, just like in Mario Advance 2!





ÄDVANCE VERDICT

A VIDEOGAME GEM, BUT BEST PLAYED BY SMW VIRGINS.

SUPER MARIO ADVANCE 2



JISUALS

The graphics are apparently simplified, but it doesn't show – it's pure SNES quality visuals throughout.



Every tune in place, endlessly hummable as you'd expect. And the SFX sounds great – even on the GBA!



MOVIE STARS

GAMEPLAY

What can you say? 96 levels of tooth-grinding, brain-bursting platform genius, guaranteed to keep you playing for weeks.



LIFESPAN

Most people have already completed it, so if you're coming back for more now, you'll be playing this forever!



RIGIOALITY

Well, there was plenty of originality here eleven years ago, but it's another SNES port, so zero points here.

ALTERNATIVE

SUPER MARIO ADVANCE

It's Super Mario 2! With the same link-up game and everything!



Let's hope there's a new game somewhere in the works...

OPINION

platform games ever comes to the Game Boy Advance? Great visuals, cool tunes and loads of levels. We'll be having a bit of that then... and loving every minute of it! But we'd like something original soon, please!"

FINAL SCORE



IT'S GREAT, BUT THE LINK-UP IS DISAPPOINTING AND WE'RE GETTING RESTLESS. NEW MARIO NOW, PLEASE! MIDNIGHT CLUB STREET RACING

The fast and the infuriating!







MIDNIGHT Those boys your mother told you to 'just ignore' are laying down a challenge you just can't refuse! STREET RACING



MIDNIGHT CLUB STREET RACING

PUBLISHER: BIGITAL

POULIOIEII. DIOIIAL

HELELOPEA: DESTINATION

PRICE: £34.99

nitienile ne

PLAYERS: 1

STATE

TWO CITIES TO RACE IN

■ PASSWORD SAVES

ARCADE AND CAREER GAMES

■ NO MULTIPLAYER!

MORE THAN 40 CARS TO UNLOCK

RELEASE DATE: OUT NOW

sun goes down the boy racers come WHEN THE out to play. It happens all over the world and occasionally gets some attention in the media. It is, of course, to be condemned as reckless; but there are those who look up to them with a certain sense of awe and a hankering to become part of it - without a thought that it could endanger lives, send your insurance premium skyrocketing and land you in the clink for a while. In this title you play as a cabbie keen to prove his worth to the gang members that zip around and be taken to the special areas where their races take place. A tragic case of wanting to fit in. You race against groups of cars from checkpoint to checkpoint and victory means access to better cars, more contacts of racers via cell phones and the chance to pit yourself against the cream of this after-dark fraternity of misspent youth. Sounds like it must be great, doesn't it?

Unfortunately, Midnight Club falls closer to mediocrity than it does greatness. The basic gameplay is sound enough – the screen scrolls very quickly and the controls are responsive, but after a few plays you'll notice that the cars all follow the same pattern and this is one of many flaws in the overall AI. Racing can often be frustrating – as long as you are following someone it's clear where you are going.

Once you take the lead, however, you tend to struggle because you'll often find yourself driving 'blind'. You have a green direction arrow to get you to the next checkpoint but it really isn't very helpful.

On the plus side for this game are the graphics. The backgrounds are finely laid out and shown off with some really nice lighting effects, and the attention to detail on the sprites has been realised pretty well. The top-down view means that a tremendous amount of detail is not necessary but what is on offer looks the part. It's a shame that the same can't be said about the music and SFX. The music is instantly turnoffable and the cars sound like those wind-up toys that you pull backwards and then let go.

It takes a while to work out exactly what you are supposed to be doing in *Midnight Racing* – the manual offers precious little information as you switch between Career mode and Arcade mode finding different things locked. Altogether this is very much a disappointing effort, while the idea is there the way that it has been implemented lets it down and it is unlikely to have very much long-lasting appeal. Some appeal that would have been helped had a multiplayer option been included, but it's strictly a one-player affair and not a particularly brilliant one at that.

DAN





NIGHT IS NEITHER BIG NOR CLEUER





OFF-ROAD: It's not necessary to stick to the streets, why not burn across the parks? It is done by the other racers and you'll need to follow suit to keep up.

TOTALLY HOOKED!

Keep your eyes open for 'Hook Men'. These are members of the gang cruising the streets looking for racers. The green direction arrow at the top of the screen will help you. You'll often find they are doing loops around certain areas, so rather than trying to catch them you can just stop and wait before picking up their tail. Hook Men have a red arrow above their car and as you give pursuit the arrow will change colour (to yellow then green). Once the arrow is green it means that they are really trying to shake you off; so be ready for some sharp turns as they try to put's some distance between you both. Keep up with them and they'll take you a Waypoint race where you get to go up against several members of the gang at once.





DOG AND BONE
Beat the Hook Men and they'll begrudgingly give you their begrudgingly give you cell phone numbers so you cell phone numbers so you can call them for future can call them for future challenges.



75

"AS LONG AS YOU ARE FOLLOWING SOMEONE IT'S CLEAR WHERE YOU ARE GOING"

TO SERVE AND PROTECT

THE LONG ARM OF THE LAW

Like in real life you never see the police when you are driving sensibly and within the limits of the law; but as soon as you misbehave there is good a chance that the old Fuzz will show up, and that's very much the case in Midnight Club. The police are dotted around the city and will block your car and hold up your progress, causing all manner of expletives to be hurled at your tiny screen. This can be extremely frustrating, even more so when you are competing in the Waypoint races as part of a group,



because the cops only target your car. You'll soon find yourself surrounded by the boys in blue and the race will be well and truly lost. Life isn't fair and this exemplifies it. Even in New York the old excuse that we drive on the other side and you got confused won't wash. You might get off if they like your accent.

ADVANCE VERDICT

 NICE IDEA, SHAME ABOUT THE RESULT.

MIDNIGHT CLUB STREET RACING



UISUALS

It looks good – the backgrounds and sprites are well animated. Set at night but the lighting makes it easy to see what's happening.



ALIDIO

You'll be frantically heading for the sound off option pretty soon after switching this on. The SFX don't fare much better either.



GAMEPLAY

Runs at a fair old pace and the controls are responsive, but Al flaws lead to some infuriating moments throughout the game.



LIFESPAN

Not likely to be one that will keep you going for a long time. It's okay for a bit of pick-up-and-play but may run out of gas soon after.



ORIGINALITY

It's a nice idea, but sadly it just hasn't been particularly well implemented in terms of the overall gameplay. Shame!

ALTERNATIVE

MARIO CART: SUPER CIRCUIT

Not exactly of the same ilk as Midnight Club, but this little beauty



gives close to racing perfection on the GBA.

OPINION

THROTTLE IT!

"Unfortunately there are too many GBA racers that command your attention more than Midnight Club. Sure, it does the job but it"s too confusing and fiddly to offer any serious longterm enjoyment."

SIMON

FINAL SCORE

71

UNFORTUNATELY THE IDEA IS NOT DONE JUSTICE BY THE MOST IMPORTANT ELEMENT – THE GAMEPLAY.

IMMY NEUTRON: BOY GENIUS

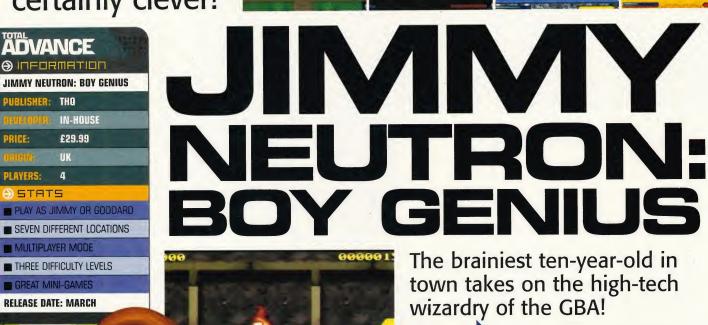
He's not big but he's certainly clever!











with taking over your local multiplex, NOT CONTENT Jimmy Neutron – the world-saving boy genius - has now turned his quiffed head towards the GBA. Released in conjunction with the CGI flick currently doing the rounds - and following the same story line - Boy Genius sees the techno-nerd ten-year-old skipping about the place in the company of his robotic dog Goddard, on a mission to repair his spaceship and save the parents of Retroville, all of whom have apparently been abducted by aliens.

But saving the grown-ups and defeating the evil Yokian Empire is no easy task and little Jimmy must collect many items in order to save the day. It's a concept that has, of course, been done before, but what's important here is that it's been done really rather well - and the whole thing looks just fantastic. The colourful graphics are brilliant - and a bright, shiny example of just what the GBA is capable of. The characters look excellent, and the locations all look superb.

A total of seven worlds are available to explore, taking Jimmy from Retroville right up to the Yokian moon, and each has a range of mini-games within. Jimmy and little Goddard - who is also a playable character - must explore each world and complete every section in order to move on to the next. These sections, for the most part, consist of the usual dodge bad guys/leap around platforms scenario, but other types of game are hidden within, including some high-adrenaline racing games. The developer has been careful to inject plenty of fun into the title and, quite aside from the comical cartoon feel, several nice quirks make Boy Genius more appealing, not least Jimmy's ability to strap on a rocket pack and fly around the levels. There are also plenty of techno gadgets to pick up along the way, including a Laser Gun, Shrink Ray and Grappling Hook!

Definitely one for the kids, this is seriously lacking in originality, but that doesn't mean it has nothing to offer. Quite the contrary, in fact, as it's been done with enough thought to ensure the game is thoroughly playable - and the multiplayer mode only adds to the fun. Little people will rejoice at the chance to steer their favourite swot around Retroville; bigger people will be impressed by the gorgeous graphics - and Jimmy Neutron will save the world yet again.

KAREN



ROCKET MAN: Jimmy can strap on a rocket pack when he comes across one and take to the skies to collect items from those hard-to-reach areas.

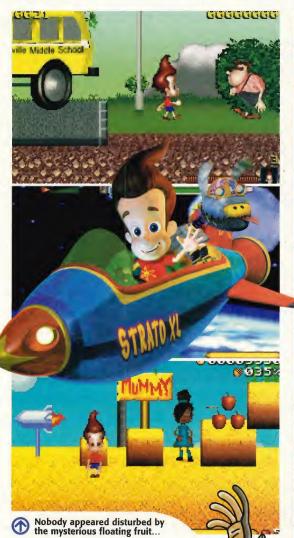


FOUR'S COMPANY

Jimmy Neutron boasts a cool multiplayer mode, which makes full use of the GBA's four-player link-up facility. Once you've found a fellow Jimmy fan - or three - you will be treated to a choice of two different game types. Players can choose to indulge in either a head-to-head platform-style game or a racing game. The options don't end there, either, because once you've selected your game type, you can also specify which world you'd like to play in and how big it is, so if you fancy a short, sharp dose of racing action, that's exactly what you'll get!

HOP ON! The ice-cream headed boy genius jumps onboard various methods of transport during the game. This particular space vehicle looks a bit dangerous to us though...

"A BRIGHT, SHINY EXAMPLE OF JUST WHAT THE GBA IS CAPABLE OF"



THE REALLY WILD SHOW



■ Jimmy Neutron isn't the only Nickleodeon character to get the GBA treatment this month - The Wild Thornberrys are making their merry way to a Game Boy near you too. Also from THQ, this fun-filled title gives players the chance to ride along with the various oddbods of the Thornberry family as they travel the continents of the globe. The family are on a mission to rescue chimp Darwin, who has been kidnapped, and put a stop to the evil doings of nasty poachers Kip and Biederman. Along the way, players will get to ride with a kangaroo in the Ozzie outback, explore the jungles of South America, outsprint an angry rhino – and collect an awful lot of Cheese Munchies. This thoroughly strange, but oddly likeable title is out now priced at £29.99 and fans of the show will no doubt go wild for it!



ADVANCE

THE APPLIANCE OF SCIENCE ON THE GBR!

JIMMY NEUTRON: **BOY GENIUS**



UISUALS

The game has excellent graphics - the cartoon feel works perfectly, and the bright, bold visuals are fantastic.



Unfortunately, the music soon gets repetitive - but, as always, there's an option to turn it off!



GAMEPLAY

Kids will certainly find plenty to enjoy here, with a nice mix of platform and racing games to complete.



LIFESPAN

A total of seven worlds and three difficulty levels mean there's plenty to keep you occupied in



ORIGINALITY

Typically, the game has followed the tradition of movie spin-offs, but it does at least

ALTERNATIVE

MONSTERS,

INC. Fun and frolics with the residents



Monstropolis in this top-notch movie spin-off from THQ. Go get it now!

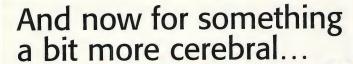
OPINION

EE YOU! "As with most licensed games, Jimmy Neutron is pretty standard fare. Sure it's fun for the little ones - who this game is aimed squarely at – but older gamers should eschew this in favour a more demanding gaming experience."

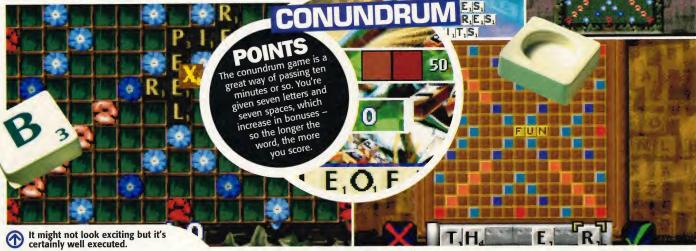
FINAL SCORE

THE BOY GENIUS APPLIES **HIS TALENT FOR INVENTION** TO THE GBA WITH **ENTERTAINING RESULTS.**











IN-HOUSE £29.99

PLAYERS:

STATS

- MULTIPLAYER WITHOUT LINK-UP!
- THREE DIFFERENT GAMES
- MANY DIFFICULTIES AND OPTIONS
- EVERYTHING BUT THE BOARD!
- FULL DICTIONARY

RELEASE DATE: 29 MARCH







Does your idea of a challenging game contain a load of aliens with big guns? Go away then...

accommodating to be occasionally rewarded with the opportunity to free oneself of the verbal confines of videogame reviews and be truly obfuscatory and sesquipedalian in one's polysyllabic verbiage, especially when the reason for this newfound journalistic release is such an illustrious electronic presentation. Scrabble's the mutt's nuts!

We didn't give the recent Game Boy Color version of the game enough coverage, to be honest. And for that we apologise, as it was a great little title. We were chuffed to bits to have a complete Scrabble kit on a cartridge the size of an After Eight, but didn't feel that there was much else to say about it. And here comes the advanced version. However, it's on a cartridge half the size, and

"THERE'S VERY LITTLE SENSE IN MAKING SCRABBLE SEXY, SO INSTEAD WE GET THE TRADITIONAL DESIGN BACKED UP WITH CLASSICAL MUSIC"

YOU WONI: Only very rarely do the letter tiles get up and start dancing at the end of a real game of Scrabble. Depends on how long you've been playing. G, U, E, S, T, B,

A SMALLER SCRABBLE

The Game Boy Color version of Scrabble, which Ubi Soft released late last year, was probably a better game than the new version. They're both great, but as they both contain all you need for Scrabble and this version's half the price, it doesn't take a genius to decide which version to buy. This apparently primitive version has great tunes, silly opponents and is a lot easier to get to grips with than the Advance version, even if the graphics and visual options aren't as hot. In fact, the main thing that Scrabble Advance has over this version is the easy zoom, via the L and R buttons. And you can make the board look all flowery. If that's your bag, why not stump up the extra 15 quid or so? You muppet.



Try making a word out of these lovely letters without using a Dictionary. You'll certainly have to put your thinking cap on!







ADVANCE VERDICT

A HANDY GAME, BUT NO BETTER THAN THE COLOR VERSION.

SCRABBLE



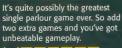
Nothing to report really. The zoom seems to make things less clear, unlike on the GBC





Hang on, the Game Boy Color version had a choice of ten songs! This only has one! Ridiculously scroogey sounds.

GAMEPLAY



LIFESPAN

This game will last as long as your interest in the Game Boy Advance lasts, and longer – we guarantee.

ORIGINALITY

Not sure why the game's being released when you can get the superior GBC version for ten guid less.

ALTERNATIVE

SCRABBLE

Here we are – this is the Game Boy Color

version. You can probably get this for 15 quid or less now, and it's all you need!



OPINION

Wow! "Hi-tech Scrabble, what a concept; smart, concise and no bits to lose. This is an intelligent title for gamers seeking to use their brains. There's loads of gameplay packed onto the tiny cart, but unfortunately it's lacking in Advance features.

NERYS

FINAL SCORE

79

IF YOU DON'T WANT THE GBC VERSION, BUY THIS RIGHT NOW. BUT THIS GAME IS NOT ADVANCED.

BBLE

THE GAME OF KINGS

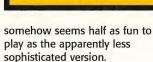
Scrabble isn't the only highbrow pastime that Ubi Soft is championing at the moment, however. 2002 has already seen one chess game for the GBA in *Virtual Kasparov*, from Virgin, and this month sees the release of Ubi Soft's *Chessmaster*. *Chessmaster* is a classic videogame chess title, bursting with options and little extras, all defined by a mystical, serious design and tone. *Virtual Kasparov*, on the other hand, sells itself on the input from the real chessmaster, Garry himself. Along with a frankly silly cartoonish design and all of Kasparov's finest moves programmed into some games, Virgin's title is possibly the best buy for real chess experts. But then most of us can never remember how to play the damn game anyway, so either title's good.











Ubi Soft's electronic adaptations have both been carefully crafted for a more classy appearance and audience. There's very little sense in making Scrabble sexy, so instead we get the traditional Scrabble design backed up with classical music. The strangest thing is that while the Game Boy Color version gave you a choice of music, there's no such option on the 'Advanced' version! And while the GBC game was blocky and slow occasionally, the GBA

version seems fuzzy and less instantly controllable, which defies logic really.

The one single thing that the new game seems to have over the GBC version is the addition of a new Anagram section, which should need no description. Otherwise you have the same Scrabble options and Conundrum game, and not much else. The CPU characters you play against are less disturbing than in the other version, and have been given a slight 3D effect, but although their intelligence levels are more varied and challenging than

before, the only real way to play this game is with your friends. No need for meddlesome link cables here, you just have to pass the GBA around! And considering the fact that there's an in-built dictionary (although it's by no means infallible) it makes this miniaturised board game an improvement on the real thing! No more arguments about plurals and nouns, no more losing vowels down the back of the sofa, no more keeping score on scraps of paper - despite all the faults, this tiny cartridge really is all you need.

Simor



ADVANCE (a) INFORMATION

PUYO POP

PUBLISHER: INFOGRAMES

DEVALUPER: SEGA

PRICE: £34.99

ORIGIN: JAPAN

PLAYERS:

⇒ STATS

- 25 LEVELS
- LOTS OF COLOURS
- FOUR-PLAYER LINK-UP
- THERE ARE THINGS TO POP
- THERE IS NOTHING TO PUYO

RELEASE DATE: APRIL



Is there a puzzler in the house?



LEVEL 10 5Sre Guin BONUS +50 23 TIME 118114 05.88



Stare into my eyes... you're getting sleepier and sleepier...



Super Puyo Bubble Bobble Pop 'N' Pop...they all blend into one after a while...

again, and it's up to Puyo Pop to addle our brains and scramble our eyes! Those coloured balls fall, you have to match them up, they burst...if you've played a puzzler before, you pretty much know the score.

Balls fall faster and faster and you match quicker and quicker! *Puyo Pop* adds a new dimension to the play too, with more colours being added as you move up through the levels, but there are a few things you need to know about before you leap straight into this puzzler.

Firstly, the Story mode, in which you play against CPU characters, is ridiculously difficult from the very start. The aim is to send clear bubbles over to your opponent's area by joining up four of the same colour – and setting off chain reactions, where it causes other bubbles to meet, join up and vanish, giving you more and more clear bubbles to send. The problem is that even the first couple of characters you meet are experts in this!

When you play alone it's much easier, and more fun too; although getting chains means you get more points, you can just match up the colours and keep playing for ages! This is where you can really get lost

in the game – with that crazy music plinking around your head, the balls falling and in dire need of matching, you can loose hours – or even days – on this game! In the true spirit of the puzzler, this is where *Puyo Pop* comes alive! It's a shame, then, that the game makers didn't bother to put the screen in the centre for the one-player game. It would have made it much easier to see!

This game has a great link-up option, so you can play against four of your friends too. This is much more fun that the CPU games and if you have beaten any of them, you've got a fairly good chance of taking out your mates!

Unlike the updates of *Bust-A-Move* on the Dreamcast and PlayStation, the makers of *Puyo Pop* have left this really simple. Aside from the link-up and Story mode, there aren't any newfangled games to play. Although the theme of the game is getting chains when you play competitively and when you play alone it's just about scoring points, these are basically the only two ways to play. There are no new devices to be found in this update, which leaves the original pretty much untouched.

NERYS

WORLD THAT ARE SPHERICAL. MICE ARE SPHERICAL TOD.

THE ANIME

The Story mode features one of those bizarre Japanese stories that involve small girls in aprons, creatures that have no place on this earth and a course of events that makes no sense. To prove a point, this game begins with the girl in the apron, who has a big head and big eyes, and her pet/friend, which appears to be a surgical glove with eyes. The glove is called Carbuncle, which is either a mis-translation from the Japanese or a gross insult, and the girl becomes very angry with him because he ate something he found on the floor. Although this seems to be a perfectly logical course of action for an animated piece of rubber, this glove runs away and the girl meets an alien.

The meeting with the alien sparks off a series of *Puyo Pop* battles and there is a strange, but friendly, meeting with the girl and another kid, who 'wants to get to know her better'. It's all very odd.





SWING LOW: In case you haven't noticed, the first character you play in the two-player game is an alien, but we don't want to spoil the rest of the story for you

FOREVER AND EVER

Puyo Puyo has been around in one form or another for over ten years now, featuring in nearly fifteen games. Puyo has appeared on the PlayStation, Dreamcast and the N64, as well as a whole bunch of consoles that have been consigned to the garbage bags of history!

Puyo Puyo has been likened to the game that started it all, Tetris —but instead of moving about falling blocks, which come in several different shapes, Puyo Puyo gives you the chance to direct pairs of blobby balls that come in a whole range of colours. If you manage to match the colours in blocks, lines or connecting units of over four, all those blobs disappear, making way for the next ones.

And THAT is how it has been ever since it began. We love it, the Americans love it and the Japanese, who invented the damn thing, are mad about it.









THE POPPING PUYO

Puyo, is not a word. However, the word 'pop' has many uses, not least as an onomatopoeic action word. 'Pop' is the description of a noise. The word 'pop' can also be used to describe the popular music of the time, and is currently attached to the utter drivel which is spouted by S Club 7 and the like.

No wait, there's more! People in Birmingham, and to the north of there, tend to refer to 'bottles of pop' when they're talking about fizzy drinks, presumably this has something to do with the bubble content of said beverages. And let's not forget that Americans tend to refer to their dads as 'Pop', presumably due to the noise their fathers' asses make after eating 14 hamburgers and lying on a couch watching baseball all day.

ADVANCE VERDICT

○ A GREAT PUZZLER, WHICH HAS A FEW UPS AND DOWNS.

PUYO POP



UISUALS

It looks pretty good for a puzzler! Shame the single-player mode can't go in the centre!



ALIDIO

That music keeps going on in your head long after you've turned off the GBA!



GAMEPLAY

The troublesome Story mode is cancelled out by the link-up option and single-player mode.



LIFESPAI

You can keep matching up those colours until the sky falls in. And we just love it!



Puyo Pop is an update of a game that has barely changed since the original. But that's not a bad thing.

ALTERNATIVE

MR DRILLER

This is a real cool Game Boy

Color game that puts the people into puzzles. In *Mr Driller* you must match 00-55 00-137 01-137 11-

colours in order to save his life! It's loads of fun!

OPINION

this showed up on the GBA! After months of waiting, the fact that the CPU is so tough makes it a bit of a disappointment. But the link-up is great! However, why can't they put the column in the centre of the screen when it's one player?"

FINAL SCORE



NOT THE BEST PUZZLER EVER – THERE ARE A FEW PROBLEMS WITH STORY MODE.

DURASSIC PARH: DIND ATTACH

Those pesky dinosaurs bite back!







ADVANCE

→ INFORMATION

JURASSIC PARK: DINO ATTACK

PUBLISHER: KONAMI

DEVELOPER: MOBILE 21

PRICE: £34.99

HBIN US

PLAYERS:

STATS

- BASED ON THE MOVIE
- **EIGHT HUGE LEVELS**
- **EIGHT DIFFERENT DINOS**
- 3D ISOMETRIC LEVELS
- **MOTORCYCLE LEVELS**

RELEASE DATE: OUT NOW

JURASSIC PARK: DINO ATTACK

Are you ready to return to the park once again – where the only rules are to survive?

Jurassic Park trilogy being such a massive cinema hit, it's no wonder that there have already been games in pretty much any genre you wish to mention - this is the third JP game on the Game Boy Advance alone! Now Jurassic Park: Dino Attack brings your favourite movie dinos to life in a 3D game, which begins looking a lot like a mutant cross between Resident Evil and Dino Crisis before opening up to reveal an addictive and interesting adventure. It will keep you on the edge of your seat (or the bus seat, or wherever you're playing it!) until the end credits roll! The story of Jurassic Park: Dino

The story of Jurassic Park: Dino Attack finds you alone in a dinosaur-invested area, with nothing but a wireless transmitter and your will to survive to aid you. Of course, like all of the best titles of this kind, the massive environments are strewn with a number of different pick-ups to help you keep one step ahead of the Jurassic pests.

The game uses an Active

Charge system to allow you to discover hidden areas or bonuses. This works by allowing you to focus in on the objects that you wish to move and then requires you to button bash in order to smash the boxes or open the door – or whatever. This adds a certain urgency to the scene, especially when a huge T-Rex is trying to take a bite out of you and you know there is a useful weapon a few button hits away!

The action takes place in places from plush, but deadly, jungles to a precarious Pteranodon breeding ground and each brings with it new enemies to defeat and new puzzles to solve. There are also breaks from the adventuring action when our hero gets to speed away on a motorcycle, even pulling off wheelies as he attempts to mow down the enemies.

The graphics are great throughout. Instead of simple bland-looking foes, each enemy is recognisable instantly and programmers have also ensured that each acts as it would have done in the real world – or at least what the movie makers told us they did.

Until Capcom's two huge franchises are unleashed onto the Game Boy Advance, this is one of the most impressive GBA adventures around – a great story, tough opponents and excellent visuals add up to an adventure of Jurassic proportions.

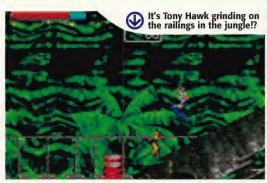
Kendall







WE HATE T-REX: Nobody who has seen Jurassic Park can forget those hulking T-Rex. So it will come as no surprise to learn that you will meet them again here...





SUERHY

HELP ME, PLEASE!

Luckily there are a huge number of different objects that can be acquired along the way to make your quest slightly easier. The most basic one is the wireless transmitter, which keeps you in constant contact with the rescue team's headquarters. You also come across the Flare Gun, which can be used to push the enemies back or to flick switches. The Tranquiliser Gun allows you to temporarily paralyse your enemies. Get the Wire and you'll be able to dangle from it. Finally, there is Medicine and First Aid Kits dotted around – which you will certainly find useful after a visit from a nasty T-Rex!

YOU'RETHE NAN
You play Alan Grant, a
You play Alan Grant, a
palaeontologist whose aircraft
pa

"AN ADDICTIVE AND INTERESTING ADVENTURE, WHICH WILL KEEP YOU ON THE EDGE OF YOUR SEAT"

YOU DON'T SCARE ME! 444 The game features eight types of horrid dinosaurs to escape from. Compsognathus are small-framed dinosaurs with very sharp teeth who like to cling nasty. The Gallimimus are very speedy fellas with long legs who are usually found in packs. Dilophosaurus are those nasty ones from the movies that spit poison at threatening foes. Pachycephalosaurus have extremely hard heads and beat their prey by headbutting them into submission - they can even use their noggins to smash rocks. Velociraptors are incredibly intelligent and are also great at jumping. The Pteranodon soar through the sky and attack by simply diving onto victims. Tyrannosaurus are the scariest as, despite their huge size, they can move very quickly. Finally, the Spinosaurus has a spinal crest on its back and very sharp teeth. Now at least you know who you are fighting - as you progress through the game you will have to learn exactly which way each dinosaur can be defeated or avoided, watch out especially for those Gallimimus who will suddenly cross your path and flatten you without a second thought!





OBJECTS OF DESIRE

Now, as well as the items that you acquire along the way, there are also various traps and gimmicks dotted around. You will need to use these in order to reach previously unavailable areas and also in order to defeat the toughest opponent, for whom a flare in the face is never enough. The most common of these are the oilcans and boxes of gunpowder that are handily placed around the island. Now, you'll have to have perfect timing in order to make the best use of these. Here's what you've got to do: Wait until the dinosaur threat walks over to where the drum is and then activate the Flare Gun in order to ignite the drum. This will either kill the dinosaur instantly or will stun him and take enough energy off of him in order to allow you to plan your next attack.

ADVANCE VERDICT

 JURASSIC LARKS OF EPIC PROPORTIONS.

JURASSIC PARK: DINO ATTACK



UISLIALS.

This looks an absolute treat – the dinosaurs are brilliantly animated and there is always plenty of things going on.



HUDIO

Sonically superb. There is always a sense of danger as the soundtrack wells up to a massive crescendo. Run! Quick!



GAMEPLAY

There is plenty to discover and the game has a decent learning curve, allowing you to get to grips with it before bringing out the big guns.



LIFESPAN

With eight massive levels to play through, even the best Jurassically-minded players are going to be here for a while.



ORIGINALITY

Well, that would really depend on whether you have ever encountered *Resident Evil* or the *Dino Crisis* games before...

ALTERNATIVE

JURASSIC PARK: PARK BUILDER

A slightly more sedate affair than Dino Attack, Park Builder is influenced



by a rather famous, cough, theme-park game. It's a blast.

OPINION

absolutely love *Jurassic Park* and that is why it is so good to see someone using a bit of imagination with a licence. There's loads of top action here and the graphics are really great too. Go get it!"

NERYS

FINAL SCORE



A VERY COMPLEX
THRILLER, WHICH CAPTURES
THE SPIRIT OF THE MOVIES
BRILLIANTLY.













CONTROL

if successful.

HOW TO PLAY



A BUTTON PUNCH



в виттоп HILH



RBUTTON



THROWSES

L BUTTON AG (ID AG MODE)

If you've played any of the Tekken games on the PlayStation then you're probably on the PlayStation then you're probably aware that the games use a four-button system with a separate button for left punch, right punch, left kick and right kick. In addition, other buttons are used to perform throws. So how does the GBA cope with this? Well, now there is just one button each for kick and punch, whilst grapples are performed by tapping the R shoulder button. During Tag modes the L shoulder button is used to change fighters. It may all feel a bit strange at first but the system works surprisingly well. but the system works surprisingly well.

"IF YOU'VE LONGED TO PLAY TEKKEN ON THE MOVE THIS IS A DREAM COME TRUE"

ADVANCE

∂ INFORMATION

TEKKEN ADVANCE

PUBLISHER: NAMCO

IN-HOUSE

£34.99 PRICE: JAPAN

PLAYERS: 1-2

STATS

- TEN DIFFERENT CHARACTERS
- HUNDREDS OF DIFFERENT COMBOS
- TWO-PLAYER LINK MODE
- THREE-ON-THREE MATCH OPTION
- SECRET TEAM BATTLE MODE

RELEASE DATE: OUT NOW



FOR A CICTECTOD SYSTEM

Can this handheld translation of the PlayStation favourite deliver a knockout punch to the competition? Read on...

Namco has been responsible for some of the finest videogames to grace the planet. It's given us classics such as Pac-Man, Dig Dug and Pole Position and more recently favourites such as Ridge Racer and Mr Driller. In recent years though it has become most famous for one particular series of games. We are, of course, talking about the all-conquering Tekken franchise. The original Tekken came out shortly after SEGA's Virtua Fighter and the two games have been upping the ante ever since. So, when Namco announced last year that it was intending to bring a version of Tekken to the GBA, many felt that the firm had gone mad. How on earth would it be possible to cram such a complex title onto a tiny little GBA cartridge? After all, Tekken is famed for featuring huge 3D polygon fighters that move and fight just like real people. Indeed, since its first appearance the series has become ever more complex, with new fighters, new moves and increasingly complex fight mechanics. Surely recreating all this on a handheld system would be a recipe for disaster? Don't get us wrong we're massive fans of the GBA, but there has to be a limit to what it's capable of doing. Well, we don't know how, but Namco has managed to develop an incredible version of the game for Nintendo's wonder console. Naturally, not everything that featured in the arcade titles has made it into this version (come on what do you want - miracles?) However, with Tekken Advance Namco has proved that when a good developer gets to grips with the GBA technology almost anything is possible. So what exactly is it that makes this miniature beat-'em-up so special? Read on and find out dear chums.

COMBO? MIX ALO WATCH

A good old-fashioned punch in the mouth is one thing, but if you're going to get anywhere in Tekken Advance you'll need to master the art of the combo. So, what exactly are these mysterious combos? It's quite simple really; a combination involves launching a string of linked attacks on an enemy fighter. If timed correctly it's possible to keep an enemy in the air with a series of kicks and punches (this is known as juggling). As you might expect this isn't particularly good for an opponent's health. By experimenting with different strikes you'll discover all sorts of different chains.











MODE TO LAST

One thing Tekken Advance certainly isn't short of is game modes. It's packed full of them. You've got Arcade, Time Attack, Survival and Training Modes to choose from. It doesn't end there though, you've also got a superb Three-on-Three Tag mode and best of all, a two-player linkup game that allows you to beat the living daylights out of a friend. Sadly, Namco couldn't quite squeeze in a bonus game such as 'Tekken Ball', but to be honest this doesn't really spoil the fun a single bit.



TEHHER ADVANCE

THE HISTORY OF TEKKEN

Tekken first appeared in arcades in the mid Nineties, fast becoming a firm favourite with beat-'em-up fans. We take a look at how the series has progressed over the years.



TEKKEN

The game that started the whole thing rolling. It may look dated by today's standards, but at the time the fancy polygon fighters were the state-of-the-art. It's still playable after all these years.



TEKKEN 2

Took the blueprint laid down by the first game and improved it in almost every way. Visually the game looked better and it contained more



TEKKEN 3

Basically the game Tekken Advance is based on. By the third instalment the series had hit its stride, the list of characters was larger and new touches brought a new edge to the gameplay.



TEKKEN TAG TOURNAMENT

After Tekken 3 this was a disappointment. The main innovation was the introduction of tag battles allowing players to select two characters, which could be swapped in mid-bout.



TEKKEN 4

The latest and greatest in the series. It features the slickest gameplay and visuals of all. You can only play it in arcades but Namco has revealed that it will convert it to home systems.



YOU'RE UNBELIEVABLE!: We've played Tekken Advance all month and still can't get over how much Namco has been able to squeeze out of the GBA.



HOW OO YOU OO IT?



III a good all-rounder with a versatile range of kicks, punches, throws and combos. A bit like the Ryu of the Tekken world really.



Paul has some powerful moves including devastating punch attacks. Don't get on the wrong end of these if you're fighting him.



FOREST LAW
(KUNG-FU)
Law has some great kick-based
combos that are easy to pull off.
This makes him a good choice for
newcomers to the game.



She may look pretty, but she has some of the best combo attacks in the game. Tricky to master, but it's worth putting the effort in.



HWOARANG
(TAE KWON DO)

He may lack decent punches, but he makes up for this with his range of kicks. These can be strung together for killer combos.



This masked brawler has great kicks and punches, but his real strength comes from his powerful throws and grappling techniques.



CHINESE MARTIAL ARTS
One of the most agile fighters.
She has lots of strange attacks
that involve changing stances to
confuse and defeat the enemy.



This cyborg may be slow, but can he ever pack a punch. Mastering this fighter is tricky, so he's best



YOSHIMITSU
(NINJITSU)
This combatant has great diving strikes and crazy spinning attacks to gain repeated strikes on his foe. He's also got a sword.



HEIHACHI (MISHIMA-STYLE KARATE) Final boss Heihachi is one of the toughest characters. His style is similar to Jin's, but he has the edge thanks to some extra attacks.

"DESPITE A SLIGHTLY REVISED CONTROL SYSTEM THE GAME PLAYS ALMOST IDENTICALLY TO TEKKEN 3"



COMMENT

Basically, what you get with Tekken Advance is a

conversion of Tekken 3, which appeared both in the arcades and on the PlayStation, Without beating around the bush, the game does a sterling job of emulating the looks and gameplay of it's big brother. Indeed, when you first see the game in motion you really can't help but wonder how the boffins at Namco have crammed all this onto one humble cartridge - it really is an impressive sight. So where shall we start, with the good news or bad news? Well, let's get the bad news out of the way first because there isn't much of it and then we can get on with the praise. Firstly, if you're expecting the full line-up of Tekken fighters then you're going to be in for a little bit of a disappointment. In total, Tekken Advance contains just ten combatants, one of whom is initially unlocked. So if you're a fan of fighters such as Kuma, Eddy and Bryan Fury you'll just have to get over it. What's more, the move to handheld has meant that the fighters are now sprites as opposed to the giant polygon-based brawlers in the arcade version. Likewise, the backdrops have also been given the 2D treatment. Finally, the stunning FMV sequences that appeared at the beginning and end of the PSone version have not made it in. That's the bad news out of the

XIAOYI WOARANG POR X (AOYI ANOTHER! NORE

TRAIN TO WIN

If you've never played a beat-'em-up (or a *Tekken* game) before and the whole thing sounds a bit daunting then don't panic. You see the thoughtful folks at Namco have included a user-friendly Training mode, which allows you to hone each fighter's attacks and moves to perfection. It's also a great way of mastering those tricky multi-hit combos. So there's no excuse for not joining in the fun.

ADVANCE VERDICT

AS BERT—'EM—UPS GO TEHHEN ADVANCE IS A HNOCHOUT!

TEKKEN ADVANCE

(26)

JISLIEL S

Aside from a few missing animations and simpler backdrops, this does an incredible job of mimicking the PlayStation game.



Excellent, the effects sound suitably bone-crunching and the music is just as good as that of its big brother.



GAMEPLAY

Fantastic fighting action that will keep you glued to the screen. The Two-Player Link-Up mode is a beauty as well.



Who'd have believed this could work on the GBA?

There are plenty of different game modes to keep you busy. You'll be playing this one for months and months.



ORIGINALITY

Look it's a beat-'em-up so don't expect any major innovation. With that said, it's the first *Tekken* game on a non-Sony system.

ALTERNATIVE

SUPER STREETFIGHTER II TURBO REVIVAL

Capcom's conversion of this classic fighting game is without a

KING



doubt the best example of the genre on the GBA.

OPINION

BEAT-'EM-UP BLISS!

"This proves with a bit of care the GBA can do almost anything. Tekken Advance is a remarkable slice of portable gaming. It looks goods, sounds sweet and plays like a dream. Let's hope Tekken 4 is headed to the system."

JEM

FINAL SCORE

92

A BRILLIANT SHOWCASE FOR HOW GREAT A MACHINE THE GBA IS. IT'S ALSO A FINE BEAT-'EM-UP TO BOOT.



each of them having a huge and varied range of kicks, punches and throws. So unlike, say, Mortal Kombat Advance (where many of the fighters are near identical) you getting a nice varied bunch of brawlers, for example playing as King requires a totally different approach to playing as Ling Xiaoyu. As mentioned the combatants are now 2D sprites, but with that said they look remarkably similar to their 3D counterparts, with the animation of each fighter being especially smooth and fluid. Sound is also of a high standard with some great tunes and wince-inducing special effects. The most important thing, however, is the gameplay and it's in this area that Tekken Advance really delivers the goods. Despite featuring a slightly revised control system (see Control boxout) the game plays almost identically to Tekken 3. Fights are always frantic and as you improve at the game, the sheer depth of combat starts to become apparent. The real clincher is the two-player link-up option, which will keep you battling away for months. Ultimately, this is a fine beat-'em-up that just (and we do mean just) loses out to the slightly tighter Street Fighter Il Turbo Revival. With that said, if you've always longed to play Tekken on the move then this is a dream come true. Absolutely essential stuff.

SIMON

AUL



DEPOHEN SWORD: SHROOW OF THE TEMPLARS



BROKEN SWORD: SHADOW OF THE TEMPLARS

ADVANCE

→ INFORMATION

BROKEN SWORD: SHADOW OF THE TEMPLARS

PUBLISHER: BAM! ENTERTAINMENT

DEVELOPER REVOLUTION

MENCHARK REVOLUTION

PRICE: £29.99

natero us

PLAYERS:

BASED ON THE PC HIT

BASED ON THE PU HIT

TRAVEL TO IRELAND AND SPAIN

MASSIVE ADVENTURE

SEMI-ADULT CONTENT

RELEASE DATE: OUT NOW

International terrorism isn't the hilarious pastime it once was, but an explosion in Paris is just the beginning of this adventure...

the Conker's Bad Fur Days and Silent Hills, people will always equate Nintendo with Mario, Pokémon and colourfully cute action generally. But anyone out there with a GBA and a memory that extends beyond the last decade should be on the lookout for titles like this, the first PC adventure to find its way onto the Advance.

Not that *Broken Sword* is exactly risqué, but there's an intelligent dimension to the story (not to mention a smattering of dodgy references and gags) that will go way over the head of your average Nintendo sprog. Plus the need for a decent attention span will mean that most kids will just dismiss bam!'s new graphic adventure as boring.

Perhaps they're not that far from the truth, though. Broken Sword is definitely a one-play game. As you make your way through the streets of Paris, to exotic locations in Spain, Ireland and the Middle East, there are many fascinating twists and turns to be explored, characters to meet and puzzles to solve, but the idea of going through the whole thing more than once is painful. Having got halfway through and being faced with the task of starting again from scratch is not nice.

Despite the excellent design, which has alleviated any fears of this being a point-and-click adventure,

another problem with such a huge game being downsized to handheld is that there is hardly any freedom of choice or movement. Everyone you speak to has a handful of cod phrases and every object is clearly highlighted and has its function, but there's no feeling that you're uncovering your own mystery. You can get through the whole thing by scrolling around the icons and pressing B a lot. You'd better be crafty with those saves as well, because when Game Over arrives, it's with no warning and with no mention of where you went wrong, which means that you can get stuck in the most mind-meltingly dull situations unless you have a guide. But if you've got the guide, there really is no pleasure in solving any puzzles, so you'll have paid thirty quid for an extremely simple miniature cartoon.

This all sounds very negative, but please take the above complaints as mere warnings – this is, in fact, a clever, funny and peremptorily exciting adventure, even if playing it is more similar to reading a novel than interacting with a game, if you get what we mean. This is a very brave release for bam! and deserves to be as successful on the Advance as it was in previous incarnations. And it's a crucial addition to any intelligent gamer's library.

Jem

"AS YOU MAKE YOUR WAY THROUGH THE STREETS OF PARIS, THERE ARE MANY FASCINATING TWISTS AND TURNS TO BE EXPLORED"

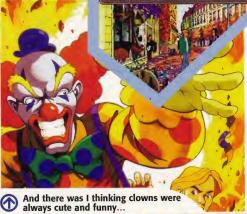
NICO'S DOWN: Here's your only true ally – or is she? Ace reporter Nico will help you along the way and give sad gits a few lessons in flirting too!

WHAT GEORGE DID NEXT

Both George Stobbard and Nico Collard don't let the Broken Sword rest when the Shadow Of The Templars has been vanquished - their PC capers continued with an adventure involving a murderous Mayan cult and another massive crime syndicate in The Smoking Mirror for PC and PlayStation. There's no news on a GBA conversion for the title yet, but we'll be waiting even longer for news on the latest title: The Sleeping Dragon, which will be out for PC, PS2 and Xbox later in the year. I bet it's based in China.















ADVANCE

A DICE ATTEMPT AT HOULT GAMEPLAY.

BROKEN SWORD: SHADOW OF THE TEMPLARS

The graphics aren't terribly detailed, but the surroundings are luscious and it all looks very convincing.



The droning tunes get a little annoying, but the SFX are great and there's an in-game sound



GAMEPLAY

Where Broken Sword really snaps there's the occasional brainteaser, but generally you just keep pressing B.



It's a huge adventure, but determined P.I.'s will have the case that's your lot.



ORIGINALITY

It's a worthy adaptation, which should lead to a higher calibre of Advance adventure. But still a bit pricey, we're afraid.

ALTERNATIVE

THE FISH FILES

This naughty Game Boy Color adventure

plays in much the same way as Broken Sword, but



has a lot more poo in it. Good thing? Who cares.

OPINION

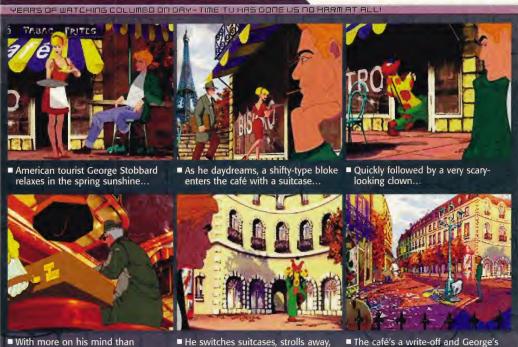
SMOKIN'! "A damn fine adventure game on the Game Boy Advance, if you ask me - it certainly won't convert you to the cause if you're against it but, for everyone else out there, you really can't get much better than this!

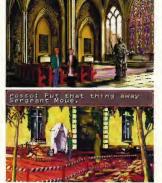
MARTIN

FINAL SCORE

AN IMPRESSIVE ATTEMPT AT **GROWN-UP GAMEPLAY, BUT** THERE'S LITTLE FOR YOU TO DO IN THIS ADVENTURE.

TO DETECTIVE





throwing pies...

THE STORY SO FAR...

This is the exact point at which the game was taken off us and we had to stop enjoying ourselves and start writing the mag! Hours and hours of exploring the continent and for what? We watched George creep into a top-secret underground chamber and find out the truth about the Knight Templars. We picked up a crucial clue in Spain and found the right spot to use it in Paris. Then we gave it to this bleeding vicar and he stood around all day polishing it, so we don't know what happens next! And this is only a third of the way through the adventure!

vacation is over. The game's afoot

So does the nicely buffed Chalice fit into the Statue's grip? What secrets will the Statue open up? Do George and Nico get it on at any point? We don't know... and we're not sure we've the energy to play all the way through from the start again to find out. We'll wait for the movie version, I think.



TODY HAWK'S PRO SHATER S



TONY HAWK'S PRO SKATER 3







It's hard to see how Activision's skater can be improved upon, but developer Vicarious Visions seems to have done it!

skating, you think Tony Hawk. Yeah, okay, so a few others might come to mind, but if you ask Joe Average what he knows about pro skating that's the name that he'll come up with. Isn't it lucky then that Activision managed to secure his name all those years ago? We've already had the pleasure of one *Tony Hawk's* title on the GBA, but with all the other next-gen consoles receiving their upgrades, it seems only right that we should get ours.

To be honest we weren't expecting much of an improvement. The graphics on THPS2 were sharp and detailed, and there really wasn't any leeway (save modelling everything using polygons) for improvement. Suffice to say, we were pleasantly surprised when the review cart turned up. Six, huge, brandnew levels based on the PS2 and GameCube versions head up the improvements - what are we talking about this for anyway, we've dedicated an entire section to the levels, just over there (points to somewhere on the page). The whole set-up is a more detailed than the previous version as well. The banners, the cars, the skaters' faces - they're all clearly visible, and nowhere is this shown up more than in the Create-A-Skater mode. Being able to change clothing, logos and faces wouldn't be much cop if you couldn't really see the differences, but the level of detail available means that you will notice. You don't have to create your own character though, and if you want to get stuck in straight away, there are now 13 named players to get to grips with. Most are pro skaters, but it's nice to see the addition of Jackass's Bam Mergera. There are going to be tons of people who will go with him over Tony Hawk.

The actual trick system has been expanded upon by way of one little addition; the 'Revert' After performing air tricks, you can now use Revert to spin yourself round and pull off even more tricks as soon as you land.

So you've got your player, you've been through Career mode (which is suitably upgraded), but how about the other options? The multiplayer modes have been expanded and the obligatory Four-Player Link-Up using one cart thang has been implemented. Free Skate, Trick Attack, King of the Hill and Tag are available, and newbie 'HORSE' is the most interesting.

Tony Hawk's Pro Skater 3 has miraculously improved on its older brother in every way. If you loved THPS2, you'll lap this up. If you've never played a game of this sort, then it's immediately accessible and easily the best handheld trickster on the market.

Chandra

RELEASE DATE: OUT NOW



Before you even think about strapping on those skates, take note of all of these areas. Investigate each area carefully, and pad it as best you can. You may end up looking like a sumo wrestler but that extra padding really can save your life.



Don't,under any circumstance skate into a professional boxer's fists. If you collide into their fist, they cant be held accountable for any injury sustained.



■ Don't go skating with your parents. If there's a sure-fire way of getting hurt, it's by being seen with them. It's an offence punishable by fist and foot.



■ Even with padding it's still possible to hurt yourself, so always carry bandages. If you get through a session without hurting yourself, slap a few on anyway.



slicks, trap holes and dog poo. You think that these dangers only appear in videogames... a popular misconception. Take heed.

MENSA?

SWITCHED

Hitting this switch is one of many tasks you'll need to

complete. The tasks get harder as you progress, ar towards the end you'll

be racking your

brains.

ADVANCE ERDICT

BY FAR THE BEST TRICHSTER ON THE GBA

TONY HAWK'S **PRO SKATER 3**



UISUALS

THPS3 somehow manages to improve on the previous version with sharper, more detailed graphics and larger arenas.



ااملا

It's all a bit tinny really - guitars don't work very well on the GBA, hence the reason why none of the tunes are that impressive.



GAMEPLAY

The camera angle seems a bit weird at first but you soon get used to it. Other than that it plays like a dream.



LIFESPAN

It won't last forever, but the multiplayer modes, along with the Career mode will last you for a



ORIGINALITY

The new levels and the 'Revert' ability make this release different enough from previous skaters for our liking.

ALTERNATIVE

TONY HAWK'S PRO SKATER 2

Just as playable, but with less skaters, less tricks, no Revert



and no Create-A-Player. Surely there's no contest?

OPINION

WOWZERS! "They just seem to keep getting better and better, don't they? We think you'll soon agree that THPS3 for the GBA is an absolute mustbuy, even if you have never played the last one... Get out there and get it. Now!"

MARTIN

FINAL SCORE



WITH ADDITIONS TO THE **RECIPE, THPS3 IS THE ULTIMATE SKATING** EXPERIENCE FOR THE GBA

UGLY MUVVER

A new addition to the Tony Hawk's series is the Create-A-Skater mode. After choosing to customise your player you can go into the Skateshop and kit him/her out with all the latest gear. As well as trousers, shirts and shoes, you can also select your complexion, and the size of your arms, legs and chest. Admittedly, none of these things really make that much of a difference on the GBA screen, but it's certainly nice to have the option.

If you're a sucker for the real thing, there are 13 other skaters to choose from including some of the usual suspects. Thankfully, you can also change their clothing if you feel like it.



You'll need to watch the family jewels while doing this one.







ON THE LEVEL

Six brand-new levels will greet you (once you open them up in Career mode) in THPS3. They seem to keep going and when you think you've found everything, you'll find another section. Vehicles, pedestrians and policemen line the streets. Traffic stops and honks if you get in the way. It's more like Jet Set Radio. Actually, why hasn't SEGA done a version of JSR on the GBA yet? It would be perfect.

. We said it in the last Tony Hawk's review, and we'll say it again: There's simply no way that graphics on the GBA can get better than this. Feel free to prove us wrong though.

'S RAINBOW SIX: ROGUE SPEAR

Anti-terrorist operations have a new home - on your GBA!







ADVANCE

RAINBOW SIX: ROGUE SPEAR

PUBLISHER: UBI SOFT

RED STORM

£34.99 PRICE:

1-4 PLAYERS:

- CONTROL UP TO FOUR OPERATIVES
- LOTS OF IN-GAME SPEECH
- **15 DIFFERENT MISSIONS**
- **EASY CONTROL SYSTEM**
- FOUR-PLAYER TEAM GAME

RELEASE DATE: OUT NOW

TOM CLANCY'S RAINBOW SIX:

Somewhere... over the Rainbow... terrorists die. They can't... stand up to... a burst from an MP5...



of you not familiar with the



FOR THOSE Rainbow Six series of games, they're based on the books of Tom Clancy, and centre around a special multi-national anti-terrorist group - RAINBOW which travels the world removing those stubborn terrorist stains that ordinary anti-terrorist forces leave behind. Basically if the SAS and Delta Force are the best of the best, then these guys are... um, even better.

> Rainbow Six appeared on the Game Boy Color a little while back, a conversion of the very successful PC title of the same name. The PC title also got an expansion pack - Rogue Spear - and now the

GBA has a game of its own which follows on from events in the PC sequel. Got all that?

Basically, Rainbow Six: Roque Spear is an arcade strategy game where you take direct control of a small unit of special forces operatives - up to four in total - and must travel to various locations around the globe killing off terrorists, rescuing hostages and generally foiling the forces of evil. The gameplay comprises two different phases - a set-up phase and an action phase. In the PC version the set-up phase included a team orders section where you would plan movements for each team member, but as this was such a nightmare to use on the GBC version, thankfully this time it's been left out. Instead you simply choose your team members based on the mission parameters and then get into the game.

The main gameplay in Rogue Spear appears very reminiscent at first glance to that of the comedy war title Cannon Fodder, in that you move a little group of soldiers around the map. The minute you start to play however, you realise that it's actually way different. You really need to think about what you're doing, and if you just run off half-cocked, your squad is gonna die. Instead you must use the push-button commands to organise your team, and develop tactics to handle each map. Sounds a little laborious? Well it's not. Once you get used to the commands the whole thing becomes second nature, and you're soon bursting into rooms, fragging terrorists, defusing bombs and keeping the world safe for decent people like it was second nature. And that's just the single-player; link up with three friends and you'll all become a highly disciplined special ops team before you can say 'Tango Down!' Not a GBA title which anyone should miss out on, although it does require a modicum of brain power, so thickies should probably steer well clear!

WHEN YOU GOTTA GO...:The team is overcome by that post-pub urge to pee and can't wait until home One stands guard while the others relieve themselv

FOLLOW THE LEADER

When tackling a mission requiring more than one operative you have different options for controlling your team. Simply elect to move one man around and have the others follow him - useful if you're expecting heavy resistance as it increases the amount of firepower at your disposal. You can also divide your group up into smaller teams and thus tackle maps from various different directions - useful if you're not sure where the bad guys are going to be. Considering that the GBA only has a few buttons to play with, the team control interface has been very cleverly designed.



ADVANCE ERDICT

A BRILLIANT ADDITION TO THE GBR!

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR



The little characters might be small, but they're detailed, as are all the environments and the setup screens - first rate!



Some really atmospheric music, loads of gunfire and a whole pile of in-game speech too – not too bad at all!



GAMEPLAY

The GBC Rainbow Six didn't quite work – the set-up screens were too complex and gameplay not that hot – this one rocks though!



With 15 different missions to plough through and the fourplayer link-up option, this holds plenty of replay value.



ORIGINALITY

It's a conversion of a PC title, but as far as handheld arcade-strategy titles go, this is definitely something new.



RAINBOW SIX

A spirited enough attempt at

bringing the Rainbow Six experience to a handheld, but.





the technology wasn't really up to the job.



BULLET TIME! "Once again the GBA delivers! Who would have thought that this splendid handheld would be able to manage this. A staggering achievement and a remarkable game to boot. If you're feeling stealthy then get this!"

FINAL SCORE

RED STORM HAS DONE A GREAT JOB TRANSFERRING A HIGHLY COMPLEX PC TITLE TO THE GBA











When choosing your team, you can choose what outfit they wear. This isn't a fashion exercise as you need to think about where they'll be fighting and what the environment will look like. It's no good dressing them in sand-coloured desert camouflage if you're going to be tackling terrorists on a snowy landscape - you might as well just draw cross-hairs on everyone's back and be done with it! Regardless of where you happen to be fighting, there's something to be said for the good old 'all black' ensemble - very cool, and slimming too!

THE BOYS!



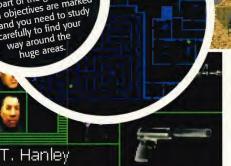
Stealth

Health

Reflex

Aim

Assault



85

91

94

100

The Team Select screen is one of the most important elements of the game. It's where you choose your team members, and the choices you make heavily influence how your troops will fare in the field. There are four different classes of operative - assault, demolition, recon and sniper, and they have different weapons, strengths and weaknesses which affect how they perform. If the mission requires brute force then you're best with a collection of assault and demolition operatives. If stealth is required though then recon ops, with their higher stealth and speed skills, will be more suitable.

"NOT A GBA TITLE ANYONE SHOULD MISS, ALTHOUGH IT DOES REQUIRE A MODICUM OF BRAIN POWER"

ADVANCE REVIEWS

ALDOOR: EMPIRE OF DREAMS

Floppy-eared with visions of platforms and blocks!





KLONOA: EMPIRE OF DREAMS

It's a puzzling platformer that knocks spots off Mario!

EVERY MONTH we say: "They can't possibly make another Game Boy platform game! Can they?" And every month they reply: "Why yes! Of course we can, here have another one."

We've controlled plumbers, aliens, kids, grannies, and virtually every known cartoon character on Earth. We've hopped from one level to another and believe us we have collected tokens. We've grabbed gems, bells, stars, gold coins, and enough fruit to open a market stall. We've even run around grabbing meat and

two veg! You name it;
we've collected it.
So it takes
something special

something special to impress us, especially if it involves jumping around grabbing gems.

Usually unless it has Nintendo stamped on the side and Mario on the front it's not up to the task.

Up until now that is. As Mario appears to have met his match, maybe even his master.

Meet *Klonoa*, the best platform game in town! The idea is ridiculously simple. Klonoa is a, well, a thing. He's like a cat, but with great big flapping ears. He's accidentally wandered into a world where nobody can sleep, by order of the Emperor. Instead, he has visions (or levels) and must get through 40 and defeat four monsters to allow the world to sleep.

This involves collecting three stars and 100 gems in each vision. Wait! Come back, it's brilliant! No really! This manages to be a fantastic game and in the continued absence of *Yoshi's Island* – it's possibly the best platformer you can buy.

The idea is deceptively simple. There are two basic moves: grab and jump. You can grab hold of monsters and blocks, as well as other objects and then either throw them, or use them to do a double-jump.

Although it's simple, the clever game design offers virtually limitless different combinations of puzzles to solve. You are constantly working out new ways of grabbing monsters and hopping to get from one platform to the next, just to reach that vital star.

You'll find yourself grabbing blocks, throwing them around and running off to find monsters. All to get that one elusive gem or star. Each level has three stars to find, and you have to get them all to open the door







THE PLOT?: Klonoa has wandered into a land where nobody sleeps! As you play the story unfolds with cut-scenes.

DVANCE

PUZZLE-BASED PLATFORMER WITH GREAT GAMEPLAY.

KLONOA: EMPIRE OF DREAMS

Although they're not the biggest or boldest on the GBA. Everything is clear to look at and some levels

Plinky, twinkly music bops along in the background whilst the usual bells and whistles for sound effects. Cute but good.

GAMEF

A fantastic twist on the platform genre that uses innovative gameplay in order to stand above the crowd.

Cifespan

Over 40 levels to beat and even then you'll go back to complete the game plus there are subgames too!

DRIGINALITY

Stands very tall in a world of pale imitation platformers. Packed to the brim with innovative touches. Excellent!

ALTERNATIVE

RAYMAN ADVANCE

Not quite as innovative as Klonoa, but the visuals are brilliant

in this release. A good title

for you to show off your new GBA with!

OPINION

OLD SKOOL! "It's refreshing to see a game being released that doesn't try to impress with visuals. Graphically, Klonoa fails to reach the high standards we're used to but it's got it where it counts and we defy anyone who picks this up to not love it."

SIMON

FINAL SCORE



ONE OF THE GREATEST PLATFORM GAMES THAT YOU CAN BUY. GO OUT AND **BUY A COPY!**

PUZZLING PLATFORMS

Simple puzzles appear early in the game. You've come across a locked door, with a key above on a high platform. The only way to reach it is to run back through the level and find a monster. Grab it, and run back then use the monster to double-jump up for the key.

Later you'll have to throw and carry blocks and monsters through the levels, working out ways to get them to the right spot, then how to use them to get the keys, gems and stars!

It's this puzzle element that really separates Klonoa from other platformers. It's rare you fail a level through getting hit by too many monsters, and falling to your death doesn't happen. So it's a question of working out how to negotiate platforms - this makes a genuinely refreshing game.







to the next level. There are also 100 gems on each level, collecting all of these opens up secret sections.

As well as the platform sections, there are also mini-games that provide manic action, to counter the relatively sedate nature of the rest of the game.

Fortunately, the gameplay is well balanced so you rarely get stuck on a level and can work your way through to the end. It's not ridiculously hard, but there are 40 different levels to work your way through.

Visually it,s no great shakes either, although it does stand up well to other platformers and on makes good use of the sprite scaling on the boss levels. On the whole, the graphics are clear and good, if not up to the high standards set by Rayman. The sound and music is of a high quality, if a little twinkly, but it suits the cute style of the game.

In the style of all classic GBA games, the true genius of Klonoa doesn't rely on flashy visuals, but in rock solid gameplay - which it has by the bucketload. This is truly one of the greatest games you can buy for your Advance. It's perfectly balanced, instantly playable and constantly throws new puzzles at you, whilst keeping you engrossed with gripping gameplay. Probably the best 35 quid you'll spend in a long time.

IEIR EY

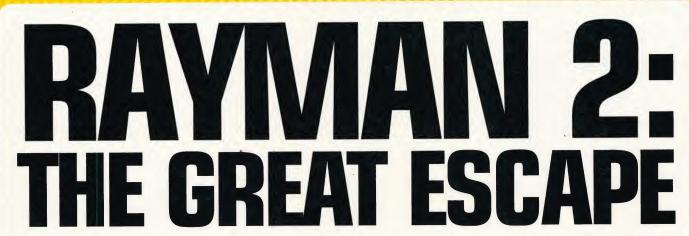


■ Every level (or vision) in Klonoa has three stars to collect. When you've got all three the exit will open up and you can move on. The stars are often hidden, and, even when you've found them getting hold of them is often a different matter.

Expect a lot of backtracking as you get to the end to find you've got two, or maybe one star and the door remains shut!

Getting the stars is one thing, collecting all 100 gems is another matter. gems is another matter. Even if you're paying attention to gem grabbing, you'll often finish the vision with around 90 gems. Collecting gems allows you to open bonus games and hidden parts of the game, as well as kin layer the as well as skip levels. It's good fun, and never so tedious as collecting coins in most other games - so you'll find yourself going over levels again and again





The limbless wonder returns! Huzzah!

THERE'S A LITTLE warm feeling in the tummies of all Game Boy Color owners this month - for not only is there a game on the shelves for the semi-retired console, but it actually stars an acknowledged videogame superstar! Quite a boon for everyone out there who hasn't yet been able to sum up the wherewithal for a GBA, or perhaps has decided not to bother with the new console because 'it's got too many pixels on it'.

There's so little to say on Ubi Soft's new GBC release, though, except for the simple phrase 'it's rather good really'. When the floppy-eared French freak is bounding back into action you know precisely what to expect, and it's all here in abundance. Flying swing hooks, slippery platforms, more spikes than you'd find at any punk concert and plenty of tiny creatures to free from padlocked cages.

This time Rayman's on a mission to get his own back on the misanthropic maniac Razorbeard, a

deadly pirate who has invaded Rayman's world and basically acted like a bit of a git, predictably throwing almost everyone into small cages and generally acting the fool. This is fighting behaviour as far as old Rayman is concerned, so he's back in business one more time!

All of Rayman's 'special' abilities are in place of course - the heli-rotor ear thing, the flying punch gloves, the super-fast ducks and jumps, the platform grabs and so on, and the little chap looks pretty smart while he's doing them. But the reason for all this really is that the game is just an extension of the first GBC Rayman adventure they've just taken the designs from the first game, given the backgrounds a lick of paint and thrust Rayman into a load of new level designs. But the first one was a real treat, and we don't think you'll hear much complaining from die-hard Game Boy Color fanatics. And we're sure there are some still out there.



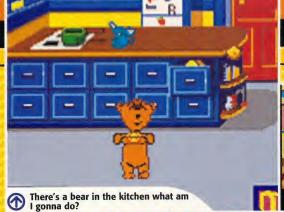








	ACCES DELLACOUR	
ı.		
И	ÄDVANCE	
	⊕ INFORMATION	
	PUBLISHER: UBI SOFT	
	DEVELOPER: IN-HOUSE	
ı	GENRE: PLATFORM	
П	PLAYERS: 1	
	RELEASE: 28 MARCH	
	⊕ STRTS	
	HEY, IT'S RAYMAN!	7
1	OVER THIRTY LEVELS	
1	SEQUEL TO HIT TITLE	
ı	■ NOT MUCH ELSE TO SAY	
(A)	REALLY, IS THERE?	









I gonna do?

BEAR IN THE BIG BLUE HOUSE







It does exactly what it says on the box.

HAVE YOU EVER seen this programme? And are you old enough to go to the toilet without help? In that case, you should get yourself a job and stop moping around the house – because this recent success from the Jim Henson people has a very definite target audience: pre-school toddlers with a cuddly bear fixation. Apparently 'the game encourages creativity and friendship and develops logic skills', and despite being a couple of decades removed from the core audience, even we felt significantly more creative, friendly and logical after ten-minutes play.

In many ways Bear In The Big Blue House is much the same as any other colourful pre-school offering, from Noddy to Shelly Club, being put together almost purely from tiny mini-games, all discovered by the little bear Oju as she makes her way round the house looking for her presents. There are only seven different activities, but considering the different difficulty options and game modes, if you know an ankle-biter who's a fan of this grizzly, it's bound to give a good few hours of educational fun. You know you want to.



A bear sits on a bath. An amazing vision too. Just enjoy it.





Throw the ball and get a point or something, I suppose.



ona stor mobila 5:402





Get a Cyber pet for your mobile phone just follow the simple steps below...

Call **0906 120 6412** or visit www.keipo.co.uk Enter in the 4-digit code of the pet you require You will be asked if you want a boy or a girl pet

Enter in your mobile phone number Tell us which network you are on Vodafone or Cellnet

0906 120 6412 www.keipo.co.uk











KEIPO Cyber Pet brought to you by

Synetex











ಸ್ರಾಕರಾಜ

Choose an up-to-date tune 0907 787 0416

0905 062 0329

Ireland users 1580 927 190

Fax Back service 1580 927 191

Harry Potter - Film Theme	6214
Hosanna - Jesus Christ Superstar	624
Phantom Of The Opera	624
Down Town - Dusty Springfield	625
Fun Fun Fun - The Beach Boys	625
One Fine Day - The Chiffons	625
Sweets For My Sweet - The Drifters	626
Wouldn't Be Nice - The Beach Boys	626
You're 16 you're Beautiful	626
Wherever I Lay My Hat	626
Star Trek Deep Space 9	623
Winne The Pooh - TV Theme	617
Enter The Dragon - Film	617
Tarzan - Film Theme	617
The Can Can - Traditional	620
Bertha - TV Theme	616
Rupert The Bear - TV Theme	616
Some Mothers Do 'Av Em - TV	616
Casualty - TV Theme	620
Wonder Woman - TV Theme	620
The Snow Man - Film Theme	616

Top 20 Char	t .	
Gotta get thru this - Daniel B	6390	o
Sophie Ellis Bexter - Murder	6290	0
Somethin stupid - R.Williams	6391	ı
Drowning - Backstreet Boys	6244	4
Handbags & Glad - Stereoph	6403	3
Lately - Samantha Mumba	6344	4
I - Ian Van Dahi	6313	3
What if - Kate Winslet	6427	7
Have u ever - S Club7	6302	2
Country Roads - Herms H Band	644:	3
Resurrection - PPk	6449	9
How Wonderful G Haskell	6566	ô
There's a star - Ash	6516	6
I don't wanna lose my way - D	6623	3
In Too Deep - Sum 41	6287	7
Words are not enough - Steps		
Just a day - Feeder	6289	
Hey baby - DJ Otzi	5767	7
Who do you love - D Minogue	6234	
El Capitan - OPM	6412	
Murder on the dance floor - S.E.B.	6290	0

NEW..can't see what you want? Call up and just say the name of your favourite artist and we'll list all the the tunes we have in stock: 0906 664 2054

Callers must be 18 calls charged at £1.50 min max duration 3.5 mins Max cost of call £5.25

ricit itelease.	
All you want - Dido	6377
Lift me up - Reel	6381
Tarantula - Faithless	6382
Lately - Sam Mumba	6344
Messin - Ladies First	6345
We're not gonna sleep tonight	6355
AM to PM Christina Millian	6386
Calling - Geri Haliwell	6387
Cry - Michael Jackson	6388
60mph - New Order	6393
Wish you were here - Wyclef	6400
Son of a gun - JX	6398
Just a day - Feeder	6289
Murder on the Dance Floor	6290
Who we be - DMX	6295
Are you looking at me - Ricky T	6267
Livin' it up - Ja Rule	6270
Just 1 Kiss - Basement Jax	5544
Chop Suey - System of a down	
If you come back - Blue	6186
Make it last - Embrace	6303

<u>0906 121 9752</u>

ellnet users please call: 0906 690 1901 Calla charged at: 60p per/mir

UK – Listen before you call: 0906 641 1977 Calls charged at: 60p perio

TOP10

Blackadder		Leave me a message so cunning you could stick a tail on it and call it a weasel
Hannibal	3002	Clairice - nice of you to call - leave a message - tick tock - don't want you to eat into my day
Vinnie Jones		Come on then - leave a message you nonce
Victor Meldrew	1010	I don't believe - it's the answer machine - and I hate answer machines
Robbie Williams	4003	Hi this is Robbie - be an angel and leave a message
		ten t et t. m. et

Mos that caming the plussy prione - Isn't executing
Oldow level you'dup phone a friend - although you have already done that and they are not in...
3007 Not a lot of people know this - but - you're only supposed to leave a bloody message
5004 Not Here - Sir Alex wants us to go training - don't like the train myself - prefer to drive Michael Caine David Beckham ennifer Saunders 1024 Hello sweetie! I've been waiting for you to call darling, and leave me a gorgeous little message

Movies

Hannibal

Bogart

donbine.	2004	Big Day - Big World - Leave a big message - big it up
20hyuu2		
	3002	Clairice - nice of you to call - leave a message - tick tock - don't want you to eat into my day - or d
	3003	Of all the voice mails in all the world you had to speak into mine
nt		Hugh Here - bumbling
nt	3005	Hugh here cant come to the phone - to busy hesitating, blinking, and flicking my hair
aine	3011	Messages - thousands of em - leave another

Michael C 3012 Come on then - leave a message you nonce 3013 Critey Gromit I hope this new fangled voice mail works better than those new trousers 3015 I am not taking calls right now - but give us a tenner and I'll give you a bell

Withnail 3017 This is Carry Grant, so child leave a message on here will you, and don't
3018 Hello. I'm sorry I can't talk to you, but t've just been chased across a
3019 Hit, his is Sond, and yes my phone is on Het Allestys secret answer
3020 Hello, Etzabeth Hurley, International English clotheshorse here, some people say I can't act... Cary Grant Cary Grant Pierce Brosnan

3021 Hi it'd me sugar, but i don't think it was me you wanted, was it
3022 Sorry, the person you are calling is not available, but don't replace the receiver just yet

Instructions

Great news - our celebrity voicemails can be downloaded onto any phone on any network. All you need to do is select the voicemail you want and follow the next few steps.

1. Divert your phone to voicemail (We would advise you to take note of any voicemails in your mailbox and delete any new and saved messages before calling the order line)
2. Make sure you know your voice mail pin number. If you have never changed your mobile pin number it will be set to a default pin, these are: Cellnet 8750. Grange 1111. Voidefine 3333. One 200.

1. Virgin 7890. (Orange and Voidefine users - if you have never changed your default pin you will need to change it before ordering your celetify voicemail - you can easily do this by dialing your voicemail and selecting the appropriate options)
3. Make sure your voice mail is activated and already has a greeting recorded.

4. If you are an Orange user and you still use your default voicemail greeting you will need to record a personal greeting before ordering your celetify voicemail.

5. Finally switch off your mobile phone. During your call to the order line we will be making a call to your voicemail - so please don't hang up until you are told to do so and leave your phone switched off for the minutes after hanging up.

switched off for five minutes after hanging up.

LOGOS

get

0906 120 6393

0906

































00





E EVE

IVU



















ST ARFLEET COMMAND

BAT HAD













J you wan









- PP-

(P) -





Do You Love Me ?





















73638







TOTAL ADMANGE

ISSUE TWENTY-SEVEN

LINK-UP!



Your wishes, beliefs and opinions on things that matter in life? We don't want any of them, so keep sending your Game Boy moans!

The sender of the Hum Dinger letter each issue wins an XploderGBA courtesy of our friends at Fire International!

ALL ABOUT SMURFS

WOW! MY BROTHER just got a GBA and after a big struggle and finally a kick in his unmentionables, I managed to get my hands on it and played all my old Game Boy games again. At the age of 13 I was already impressed by its beauty and possibilities and now 10 years later I can play them again, and although you can't compare them to contemporary games, I still love them, and the GBA makes them

look even better! The next day I instantly wanted to check out all the GBA games available and so I stumbled upon your magazine.

CONGRATULATIONS! You convinced

me to buy a GBA! You all did a nice job reviewing and previewing some really great games (which look, thank god, a little bit more colourful than those depressing Xbox-games).

By the way, where on earth did you find this gorgeous-looking white and orange GBA? Is it possible to order it, cause I searched all Antwerp for it and nobody has it.

TA: Dear Ellen,
Nice to be of service, young
lady. There's no image more
heart-warming than that of a grown
woman kicking a child in the groin. For that
alone we'd like to offer you a lovely new
XploderGBA, which will make any game you

play easy as pie. Of course the GBA is better than the Xbox! I think you'll wait a long time to see any games that involve collecting mushrooms and bouncing on monsters on that big green mess! As for the orange GBA, the image we have was one of the first released by Nintendo, and it may only be available in Japan. If you've asked everywhere and checked the Internet, I'd give up. But who cares? It's what's on the screen that counts!

LINK TO US!

There are tons of ways to get your message to us. Come on, tell us what's on your mind.



SNAIL MAIL

Total Advance Magazine,

Paragon Publishing, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS.

If you think we've got time to even consider entering into personal correspondence, you're irretrievably insane.



EMAIL

Get your opinion across even quicker at

jem@paragon.co.uk, making sure to mark each missive 'Link-Up' if you don't want it trashed.



TEXT

Despite a few mad gits, your thoughts are still welcome if you text 07941 921 854. If you phone up, you're an ass.





to give you much eye candy as possible - we always have the most shots and exclusive art,

so it's tempting to not leave anything out! However, as for your 'Game Girl' idea... what's the point? What's in a name? Nintendo would surely lose a lot of money by making special consoles with one word changed? If you want a girly GBA, there are plenty of pink ones out there, and you can always write 'Girl' on it in biro if it is really

bugging you...

068

- VESUVIUS
- 3. And finally, Thanks for your Pokémon Gold, Mario Kart, Advance Wars and Ecks Vs Sever guides, they helped me loads! MARK BROWN, EMAIL

Dear Mark

Perhaps the new design is creating a split in the sexes, who knows? Still, thanks for your side of the story, Mark. Now, Advance Wars. The problem with strategy games is that there are endless different options and missions that can go in almost any direction, so the only true way to guarantee a win is to guide you through every single press of a button, and we don't have room! Still, we hope our guide in the last issue has offered some kind of

choice which is Super Mario Advance 2: Super Mario World. It looks fantastic, and the original SNES game was one of the best games I have played. However, I am debating whether to buy another Mario Advance-style game in Sonic The Hedgehog, or buy a fighting game, like Street Fighter 2 or Tekken. Please help me, as I have no idea what to go for. IAN FRENCH, COTTINGHAM

PS - Your new-look mag is breathtaking. Since I heard in your last mag that you were changing, I have been really looking forward to today, when I could buy your magazine, and you have not disappointed me. It's absolutely fantastic, much better than the opposition, ie &E%*£ and \$*&*\$ magazines. Keep up the good work!

"THERE'S ONE QUESTION YOU'VE GOT TO ASK YOURSELF WHICH GENRE DO I PREFER?"



Dear Ian. While there's usually no need to totally abandon a aame because we've been a little rough with it, it seems that our MKA review was mild compared to other reviews, so you may be right to shop around a bit. It's hard to tell you what to buy, though, as half of us insist you get Sonic, and half of us are clearly in the beat-'em-up camp. There's one simple question you've got to ask yourself - which genre do I prefer? Thanks for the positive feedback, matey!



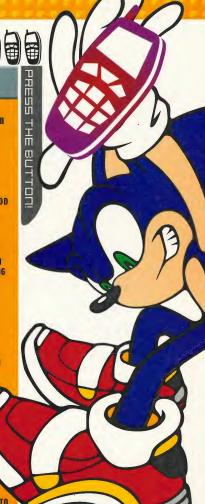




Your SMS mumblings with all the offensive and stupid bits cut out...

- 1. HEY TA I THINK UR MAG IS WICKED CUD U SEND ME A COPY OF SONIC ADVANCE WHEN IT COMES OUT PLEASE FROM ADAM TYSON 3 BRANTWOOD VILLAS...
- TA: HEY THANKS ADAM NO WHY DON'T YOU GO AND BUY YOUR OWN YOU CHEEKY GET.
- 2. HI I'UE JUST BOUGHT YOUR MAG. JUST ONE QUESTION-WHAT'S AN XPLODER GBA???
- TA: AN XPLODER GBA IS THE UK'S BEST CHEAT CARTRIDGE THAT INSERTS STRAIGHT INTO THE GBA. YOU ENTER THE CODES, ADD THE RELEVANT ART AND BINGO! THE GAME'S A WALKOUER!
- 3. WHAT DOES RPG STAND FOR? FROM KATIE. TA: ROLE-PLAYING GAME, KATIE!
- 4. HI, DO U AUE ANY GAME CODES 4 PREHISTORIC MAN COS IM STUCK ON LEVEL 311 CANT WORK OUT HOW TO USE THE HANG GLIDER! THANKS KEL.
- GLIDER! THANKS KEL.

 TA: STUCK ON LEUEL THREE YOU SAY? WELL WHY NOT TRY
 ENTERING BBDQWC8XDJBQ FOR LEUEL FOUR THEN?
- 5. I DON'T OWN A GBA BUT HAU BIN BUYING URE MAG 4 5 MONTHS. I ALSO LIKE RED M'N'MS.
- TA: THANKS.
- 6. HI URE MAG IS BRILL KEEP REUIEWING GBA GAMES PLZ DAN FROM COUENTRY
- TA: OKAY, WHILE WE'RE HERE. WE NEVER THOUGHT OF THAT, DAN.
- 7. TOTAL ADVANCE IS THE BEST EVER. WILL GBC GAMES EVER STOP BEING MADE PLS TELL ME! TA: I THINK WE'VE ALL GOTTA EXCEPT THAT 2003 IS
- TA: I THINK WE'UE ALL GOTTA EXCEPT THAT 2003 IS UNLIKELY TO SEE ANY GBC RELEASES. THE KING IS DEAD.
- 8. IM SO DAMN BORED IM GOING BLIND AN I SMELL LIKE Sh... But its ok cos ta r here 2 save the day... Just Thought id C how y'all r doin, loads o' luu jen.
- TA: DIDN'T UNDERSTAND A WORD OF THAT JEN, BUT WE'D LOVE TO HEAR MORE ABOUT IT. YOU KNOW THE NUMBER.



DR SHREW INVESTIGATES...

AMAZING-TATER

ATLUS 1991

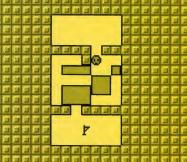


A FINAL HAPPY new month to you all. I've almost enjoyed some of these cosy little chats over the last year or so, what with me putting you all right on the subject of classic Game Boy titles and so forth, but all things, good, bad or indifferent, must come to an end. I have a journey shortly to go on which will take me to a far-off galaxy, where I must do battle with the pig-headed mutants of Saturn 5, and no doubt I will be killed. But that's not important, is it? I'm here to tell you all about my final all-time bestest

classic Game Boy game ever, which is Amazing-Tater from Atlus. In this you guide a little face towards a flag by moving around blocks and filling holes and things like that. There's a puzzle mode, a story mode and loads of difficulty settings, plus genuine graphics and undoubted sounds, and to be honest it's complete and utter rubbish. Still, I've now fulfilled my contract, haven't I? You might find Amazing-Tater in a builder's skip if you're unbelievably unlucky. Goodbye forever! Don't shed any tears for me, I beseech you.









READER REVIEW

Here's another one of YOUR reviews hot off the press, and Nick Cohen of Leeds is obviously even more of a Golden Sun fan than we are! And for that, he's got himself a free copy of Tetris Worlds from THQ! Take it away, Nick.







Brilliant graphics are on offer throughout the game.

YOU WAKE UP in bed and find that a boulder is about to fall and crush the village. When you first go outside, it is raining and with the help of the music, it seems very realistic. After saving a few people, the boulder falls and destroys the majority of the city. About six people are killed including your father. You then wander off and hear two people talking about secret things that you find out about later on in the game. They see you and challenge you to a fight. You are then taken into the battle screen and no matter what you do, they are too strong and you are defeated. The title screen then comes on and after pressing Start you are taken back to the village, but three years on. You then learn about the things that the two people were saying and after offering to take part in trying to save two people that have been captured, the game really starts.

If you enjoyed playing Final Fantasy on the PlayStation, then this game is a must! As with the Final Fantasy games, you can

summon creatures to help you in battle. The graphics are amazing throughout the game. I thought that Breath of Fire for the GBA was good, but this is much better in all aspects.

This is a game you really wouldn't want to put down and so an extra feature in the game is the Sleep mode. At any point during the game you can put the Game Boy to sleep by going onto the Start menu. This saves your exact position and keeps it there with the screen switched off for about two hours before the game boy turns itself off. At any point during this time, if you press L+R, it returns you to your exact position. This means that you can eat your dinner or watch your favourite TV programme without wasting ANY of the batteries.

The title is one that I have never heard of which put me off, but when looking at the picture on the box it changed my mind, and I would have felt an idiot if I had walked out of the shop without buying it.



ia takes 99 damage.



ead appeared



THINK YOU CAN DO BETTER?

Why don't you? Send your reviews to us printed review. And don't hesitate to get



SCORES

- The graphics are fab and couldn't have been made 25/25
- The music on it is very good and changes depending on the area or the atmosphere. It can get a little bit irritating sometimes sadly.
- The gameplay is superb for the majority of the game, although it can be very hard and annoying in certain 23/25
- This game will take you forever and a day to complete (I've already been playing it for over 30 hours and I don't think that I'm anywhere near completing it!), and it has a link-up option to battle against your mates! 25/25
- This is a brilliant game and I think it well deserves



Listen to samples on the Internet @ www.windupcalls.com



Mrs Davenport - Stammering Caller

Long Lost Friend Recruited For The Army Date With A Hunky Star Madam's Services - Unpaid! **Telephone Date Reply**





The computer will dial out to your victim and then you can listen in on the line as he or she gets wound up!

WINDUPCALLS.COM, Box 94, M6 8DF, Calls cost 75p / min.



GET A MATE IRATE!!!

CALL THIS NUMBER

09067 369253

YOU CHOOSE THE WIND-UP!



- · MR FURY
- · MR STUTTER
- ·THE DETECTIVE
- ·INVITE TO NO. 10
- · MY DAUGHTER'S PREGNANT
- · IRATE DELIVERY DRIVER

KEY IN YOUR MATE'S NUMBER LISTEN IN AND HEAR THEIR REACTION

Calls cost £1/min at all times. Jokelines PO Box 43, Warminster, Wiltshire, BA12 7PP. Please seek permission from the person paying the bill before calling.

mobee.co.uk

image is everything



call from your home, office or mobile phone to instantly receive your logo, ringtone or postcard. receive or send one today! follow the 4 easy steps below.





the most wanted ringtones



1418663	Foo Fighters - The One
1418664	Marilyn Manson - Tainted Love
1418665	Hives - Hate To Say I Told You Se
1418666	Slipknot - Wait And Bleed
1418667	Slayer - South Of Heaven
1418668	P.O.D - Alive

	film & tv themes
1418671	Rocky Theme
1418672	Star Wars Theme
1418673	Mission Impossible Theme
1418674	Muppet Show Theme
1418675	Postman Pat Theme
1418676	James Bond Theme
1418677	Rainbow Theme

visit mobee.co.uk for 1000s more ringtones and logos

Ja Rule & Ashanti - Always On Time

- 7 choose your ringtone or logo
- 2 call the order hotline

1418650

- 3 enter the code when asked
- your choice will be sent instantly

postcards Mokin 3210/3310

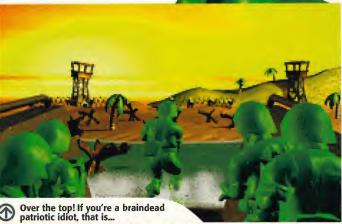
compatibility

tin 3210/3310 3330/51xx (402) 6xxx/7110/8210 88xx/9110

4660660 item not delivered within 24 hrs? wrong item? call 0870 765 66233

TOTAL ACCES ACCES HELP: 33

Here's a whole host of tasty gaming hors d'oeuvres, enjoy!







ARMY MEN:OPERATION GREEN

If the idea of trekking halfway across your current level through a haze of bullets and grenades is less than appealing, why not use this list to jump to whatever point in the game you want? Because it's cheating, that's why!

LEVEL CODE 1 CODE 2 Workin' 9 Til 5 5VKPR6*B K*67LZZM With A Bucket, A Spade And A Hand Grenade 5PK5LL*4 F58FWJ*N Goin' Downtown Y8DTF4HK 3MC9TS15 Down On The Farm 62BVXHXY 3SXRLWOJ Baby, Light My Fire Y0V7G6ZM MQ5310VP Here A Tan, There A Tan SZQR6W1J DLTYD4G7 The Rumble In The Jungle 44BQQCWH NJ98C3XD The Donkey Ride F4J1ZRWG CG4PPSC6 Top Brass In Trouble FFOOWP36 5QFXBJJZ Jungle Fever *HBNVVV4 52CN4BBH Spider's Web 85M3QCF* *BR53WWF

TOM AND JERRY THE MAGIC RING

If the other alley cats keep a whooping your blue, furry tail, or Jerry's getting on your nerves again, why not skip to the next level? It might be quite fun.



Level 2	Password: 3783
Level 3	Password: 5423
Level 4	Password: 5348
Level 5	Password: 5126
Level 6	Password: 8238
Level 7	Password: 8143









We gave this new scrapping title a not terribly impressive 69% last issue, but if you bought it anyway, you might be interested in jumping ahead, thanks to these lovely codes. Each code will complete the corresponding series:

RESULT

Survival Mode

Amateur Series Top Contender Series Pro Am Series Prof. Series World Title

PASSWORD

90HG6738 H7649DH5 2GG48HD9 8G3D97B7 B3G58318 G51FF888



We don't usually give you secrets to brand-new games, but there are quite a few secrets hiding in Midnight Club, so we feel duty bound to let you in on a few of them. Enter these passcodes to get to the desired stage.

All races won with Emilio NIML All races won with Larry **GTBP LGKG** All races won with Keiko All races won with all racers **LAPC**



Many, many crucial cheats for THQ's most recent shoot-'em-up extravaganza, not to mention a complete list of passcodes. But first things first, enter the passcode NRYRDDS on the relevant screen. This should now give you access to the following eight cheat codes:

Triggers God mode, opening the whole game and practically guaranteeing your victory.

HEALTH

Infinite Health. Laugh in those monsters' faces!

AMMO

You'll never run out of bullets or bombs ever again.

WEAPONS

From the lowliest firearm to the final unbeatable upgrade, all weapons are now yours.

KEYS

Finding keys to open doors is boring anyway. Through you go.

MAPS

Now, no matter where you appear, you'll be able to find your way.

Offers you a level skip when you press Select on the Map screen.

SFX TEST

You'll have to be extremely bored for this, but check out all those samples!









EASY **CRSDRPLS**

L2

L3 **TKMWTHYB** L4 **TTLLSFRT** 15 **STCRSTRD** NTLVMLNW L6 L7 NTTRDTNY L8 **RQSTMWTN** L9 **GTSTNDBY**

L10 **YRSDTFGH** L11 **TWTHYVRS**

L12 **THYRCLLN** L13 **GHVTBTHR** L14 **HLYLNDHS** L15 **TBFRFGHT GDFGHTBL** Final

MEDIUM

VWHTSRGH LDNHGHNT TCRSDRLR **DBYFTHND DFRLMWTH CSSRCNHT HNSWLLSN** LLYRMGHT WRMRCHNG **TSTRSTLR TLNDFRFR STNDRDSW** MHMNNCNS LLRSCRSS YWHLLRTR LNDTBTTL **NFRCHRSN SRCNHRDS DMSSKWLL** WFLLWRWR **TKRRVNGN RRKNGNWR PGNFRMTF DNTFGHTW STWCHRST CRRYSGNF NSRCMNGW CRSSWRLR THSWRDSH DSFNGLND**

HARD



SONIC ROURNEE



OMPLETE





ADVANCE

→ INFORMATION

SONIC ADVANCE

PUBLISHER: SEGA **DEVELOPER: SONIC TEAM**

GENRE: **PLATFORM**

PLAYERS: 4 96% SCORE: ISSUE: 26

Sonic's back for more side-scrolling action and we've got the guide to finding all the Chaos Emeralds...





ALL YOUR FAUGURITE CHARACTERS ARE BACH!

SONIC THE HEDGEHOG

- Flashkick Press A , then A again and Sonic will jump then spin, creating a brief shield that protects him from
- Spin Dash Hold 2 and press A, Sonic will spin on the spot, then, when you let go of 2, he'll shoot off in whichever direction
- he was facing.

 Spin Attack Press 2 when running and Sonic will just roll forward and do damage to anything he runs into.

 Rolling Attack Press B when standing still or running and
- Sonic will roll forward and hit anything in his path.

 Forward Flip Press B when doing the Rolling Attack and Sonic
- Slide Attack Press B when doing the Forward Flip and Sonic will slide forward.
- Reverse Jump Press A when doing the Front Flip and Sonic
- will somersault in opposite direction.

 Grinding In some Zones there are rails that Sonic can grind on.
 Simply jump onto the rail to grind it.

MILES 'TAILS' PROWER

- Flying Press A repeatedly and Tails will fly until he gets tired.

 Spin Dash Hold 2 and press A to make Tails spin on the spot. Release 2 to make him shoot off.
- Rolling Attack Press 2 when running and Tails will just roll forward and do damage to anything he runs into.

 Spin Attack Press B and Tails will spin his tail
- round to hit any nearby enemies.

KNUCKLES THE ECHIDNA

- Gliding Press A then press and hold A again to make Knuckles glide through the air. If you hit a wall while gliding,
- he'll hold on so you can climb it.

 Spin Dash Hold 2 and press A to make Knuckles spin on the spot. Release 2 to make him shoot off.
- Rolling Attack Press 2 when running and Knuckles will just
- roll forward and do damage to anything he runs into.

 Punching Press B to make Knuckles punch and press it three times to make him do a double-punch uppercut combo.
- Climbing Press A when next to a wall to make Knuckles dig his claws in so you can climb it.

AMY ROSE

- Hammer Jump Hold 2 and press B to make do a high jump. Hammer Strike Press B and Amy will use her hammer to hit
- Hammer Flip Press B during a jump and Amy will swing
- her hammer forwards.

 Hammer Spin Press 2 and B during a jump and Amy will come spinning back down to the ground swinging her hammer.

 Small Hop Hold 2 and press A to make Amy hop forward a short distance.
- Dive Attack Press B during the Small Hop and Amy will slide
- forwards along the ground and damage any enemies she hits.

 Grinding In some Zones there are rails that Amy can grind on. Simply jump onto the rail to grind it.





simply avoid the hammer and hit Eggman a few times to defeat him. As you hit him more times he starts to use the hammer to jump forward, so watch out for that.







Eggman now has a Mecha with a spring on the bottom, which he will use to try and land on you. Only try to hit him when he lands otherwise you may hit the spring. After a few hits he'll start to do massive jumps where he disappears for a few seconds then lands wherever you're standing. Make sure you keep moving so he can't land on you, but also jump as soon as you see him return to the screen. Otherwise the force of his landing will cause the ground to shake and hurt you.



CASINO PARADISE ZONE

MUCH OF THIS level is like a big pinball table with flippers and bumpers that send you flying, plus lots of balloons that can take you to hard-to-reach areas.

SPECIAL STAGE ACT 1 GET 80 RINGS

STAY IN THE upper part of the level and you'll come to three round bumpers at a dead end. Fall into the gap below and use the red spring on the right to bounce to the platform on the right. Sometimes the two moving round bumpers get in the way and send you downwards. If this happens, just jump back to the red spring and try again. Use the balloons to get up to the platform above. Stay in the top area and keep going right using the flippers. You'll soon come to the Special Spring on a platform that has a flipper on its right side.



000

This fight is probably the hardest so far. When the battle begins, you'll see eight different tunnels, two on the top, two on the bottom, two on the left and two on the right. Eggman will appear out of one of the tunnels and the Spike Mecha out of another. You can't damage the Spike Mecha so avoid it and hit Eggman when you get the chance.



Hit Eggman when he goes past but look out for the Spike Mecha.



The bottom is the best place to stand when trying to hit Eggman.



When playing the later Special Stages, look out for the mines – if hit, they'll take away some of Your rings. So you'd better be very careful!

141 30 1214:87

On later levels spikes get more common so watch out where you land.

1:49:80



MAMBD NO.5 - BOB THE BUILDER HEY BABY - DJ OTZI 5767
CAN'T GET YOU OUT OF MY HEAO - KYLIE 5536
BECAUSE I GOT HIGH - AFROMAN 5603

5272 PERFECT GENTLEMAN - WYCLEF JEAN

0134 SMDKE ON THE WATER - DEEP PURPLE 3732 GIRLS DEM SUGAR - BEANIE MAN

LET'S OANCE - FIVE

3722 *!#* ON YOU - D12 3721 CLINT EASTWOOD - GORRILAZ

0294 CHANGES - 2PAC

3752 BDW WDW - LILBOW WDW

3723 PIANO LOCO - DJ LUCK

TOO CLOSE - BLUE

20 ALIEN ANT FARM - MOVIES	6559 6060 Bare Necessities
	0013 Beverly Hills Cop
This Weeks New Releas	5317 Joe 90
Break Your Neck - Busta Rhymes	7209 5061 Dambusters March
Ever So Lonely - Jakatta	
Ever So Lonely - Jakatta Film Maker - Cooper Temple Clause Flowers In The Window - Travis	6856 0005 Walk This Way
Flowers In The Window - Travis	7197 Aerosmith
Foolsophy - Jamiroquai	6/44
If You Come Back - Blue	6186 0132 Simpsons Theme
Leroy - Wheatus	6558 1576 Who Let The Dogs Out
Let Me Be The One - Cliff Richard	6856 0025 James Bond Theme
Lets Stay Home Tonight - Joe	7199 0221 Match of the Day
Love Should Be A Crime - O-Town	7200 0065 Halloween Film
Lovely - Bubba Sparxx	6756 0094 Mission Impos. Theme
Movies - Alien Ant Farm	6559
Points Of Authority - Linkin Park	6527 ANTHEMS
Say Hello Wave Goodbye - David Gray	6618 DOG2 GOD SAVE THE QUEEN
Take My Hand - Dido	7220 5077 IRISH NATIONAL ANTHEM
The Drill - The Dirt Devils	6762 5084 WELSH NATIONAL ANTHEM
The Fake Sounds Of Progress - Lost Proph	els 7203 0126 RULE BRITTANIA - BRITISH
This Train Don't Stop There Anymore - Elto	n John 6763 0129 SCOTLAND THE BRAVE
Too Many MC's - Public Domain	6669 5306 FLOWER OF SCOTLAND
Wannabe Gangstar - Wheatus	6652 6879 WORLD IN UNION
Whenever - Wherever - Shakira	7205 6BB4 MEN OF HARLECH
Wrong Impression - Natalie Imbruglia	6966 6888 LAND OF MY FATHERS
CHART NO.1'S 2001	LADY MARMALADE - C. AGUILLERA/LIL KIM 4766
ROLLIN - LIMP BIZKIT 3673	THE WAY TO YOUR LOVE - HEAR SAY 4650
TOUCH ME - RUI DA SILVA FT CASANDRA 3679	
WHOLE AGAIN - ATOMIC KITTEN 3670	TO MANDALAY - D WILLIAMS 5270
IT WASN'T ME - SHAGGY UPTOWN GIRL - WESTLIFE 3719	ETERNAL CLAME ATRIMIC VITTEN 5222
UPTOWN GIRL - WESTLIFE 3719	04 0700UD0 00 00 UD 007W F000

5273 CASTLES IN THE SKY - IAN VAN DAHL 5270 ETERNITY - ROBBIE WILLIAMS 5215 HEAVEN IS A HALFPIPE - OPM

I'M ALL ABOUT YOU - DJ LUCK

5446 HELP ME I'M A FISH - LITTLE TREES

5271 PURPLE HILLS - D12 0060 GET UP AND STAND UP - BOB MARLEY

0333 JUST CANT GET ENOUGH - DEPECHE MODE 0241 SURFIN USA - BEACH BOYS

40 LA VIDA LOCA - RICKY MARTIN 18 | Believe | Can Fly - R Kelly 83 Bat Out of Hell - Meatloaf

0258 AMERICAN WOMAN - LENNY KRAVITZ

CLASSICS

0272 AROUND THE WORLD - RED HOT CHILLI PEPPERS

5322 ETERNAL FLAME - ATOMIC KITTEN

TONE PREVIEW LINE Listen to any tone listed BEFORE you	
order 0906 782 9340	* TONE OF * THE MONTH SCOOBY DOO CODE - 0128
TONES OF THE WEEK 4690 The Magic Roundabout 3548 The Great Escape 1836 The Rock (Wrestling) 0099 The Muppets 4850 BBC Cricket Theme 6060 Bare Necessities 0013 Beverly Hills Cop	
5317 Joe 90 5061 Dambusters March	O HOTOPOLA OFOEN

🤝 MOTOROLA, SAGEM **SENDO & ERICSSON PHONE 0907 787 0816**

* WITH TONES & GRAPHICS ** TEXT MESSAGES FROM 50P

NEW FILM & TV TONES OBY DOO 0128 AME STREET 0130 IE MOTHERS DO AV EM 6166

ı	IMEAA		ILIVI CK I	_	TOMES	
ı	ALADIN	5424	HI HO/SNOW WHITE	6072	SCODBY DOO	0128
	BABY ELEPHANT WALK	5401	HOME AND AWAY	6150	SESAME STREET	0130
	BACK TO THE FUTURE	6146	HONG KONG FUEY	5362	SOME MOTHERS DO 'AV EM	6166
	BANANA SPLITS	5316	IF I WERE A RICH MAN		SOUND OF MUSIC	5337
	BATFINK	5359	JAMIE/MAGIC TORCH	5363	TARZAN	6176
	BERTHA - TV THEME	6163	JESUS CHRIST S/STAR	5418	TELETUBBIES	0156
	BLUE PETER	6147	JIM'LL FIX IT	6151	THE CAN CAN	6200
	BOB THE BUILDER	5333	JOE 90	5317	THE GDDFATHER	5413
	BRAVEHEART	6076	KICK START	6159	THE GOOD/BAD/UGLY	4854
1	BUGSY MALONE	6068	KNIGHTRIDER	0204	THE HULK - TV THEME	6077
	BUTTON MOON	6090	LAUREL & HARDY	6067	THE MUPPETS - THEME	
ı	CASUALTY - TV THEME	6201	LOONY TUNES	0088	THE SMURFS	6154
	CHITTY CHITTY		LORD OF THE RINGS	6080	THE SNOWMAN	6167
ŀ	BANG BANG	5319	MAGIC ROUNDABOUT	4690	THE TIME WARP -	0101
l	DANGERMDUSE	5334	MIAMI VICE	6243	ROCKY HORROR	5421
ı	DEEP SPACE 9	6239	MR BENN - THEME	5355	THUNDERBIRDS	0155
Į	DOGTANIAN	6148	MUNSTERS	0098	TOM & JERRY	6095
ì	DOH A DEER	5337	NEW ADV DF SUPERMAN	5365	UP WHERE WE BELONG	
ı	DR WHO ***		OH WHAT A		OFFICER & GENTLEMAN	
ı	ENTER THE DRAGON	6172	BEAUTIFUL MORNING	5419	WALLACE & GROMIT	4865
ı	FLINTSTONES	0052	ONLY FOOLS/HORSES	6152		5422
ı	FRAGGLE ROCK	5375	PEANUTS - SNOOPY	0012	WHERE EAGLES DARE	
	GET CARTER	5425	PINK PANTHER	4691	WILLOW THE WISP	6079
	GODZILLA	6156	POSTMAN PAT **	0229	WINNIE THE POOH	6179
	GRANGEHILL	6093	RAGGY DOLLS **		WIZARD OF OZ **	
	HAPPY BIRTHDAY	6075	RAINBOW	4861	WONDER WOMAN	6202
١	HE-MAN	6149	RHUBARB & CUSTARD	0122	WOODY WOODPECKER	5339
	HE BEAM THE THEFARE	C4 40	DUDEDT THE DEAD	CACE	7ID A DEE DOD DAU .	6000

HE-MAN - TV THEME 6149 RUPERT THE BEAR 6165	ZIP
TONE OF THE WEEK · Westlife · World Of Our Own Code · 6965	na a tel W
	09

* NEW MEGA-TONE *

Evergreen - William Young

Code - 7196

NDER WOMAN 6202 ODY WOODPECKER 5339 CAN'T FIND WHAT YOU WANT? me your favourite

rtist(s) and we'll you all the tones e've got by them CALL: 907 787 3040

The Italian Job

- Film Theme

Code - 4856

The A-Team -

TV Theme

Code - 4847

Football Tones/Logos SUPPORT YOUR TEAM GET THEM TO NO.1 IPSWICH @ Charlon @ **D**BECKS 4243 4254 1652 LIVERPOOL STORM ON!!! LIVERPOOL (2) MIDDLESBORO **ASOUTHROPTON** NEVER WALK ALONE - LIVERPOO 1658 4246 1659 MARCHING ON TOGETHER - LEEDS UTD 3541 FIELDS OF ATHENRAY - CELTIC 3547 ** Millwall F.C FAGINARES Newcastle (2) 1546 4270 4247 S. Z CARS - EVERTON/WATFORG 3546 LORY GLORY - MAN LITD SPUR 4134 QPR HEENS WATFORD F.E. MULL OF KINTYRE - CHARLTON UNITED 3959 WILD ROVER - BLACKBURN 5310 3501 3946 RILLIE IS THE COLOUR - CHELSEA 4140 CURNERS CHROFF Wolves 11. WHO LET THE DOGS OUT - LIVERF 1576 3514 3934 1489 12. SAILING - MILLWALL 13. CITY TILL I DIE - CITY GILLINGHAM ADBOLTON BURHLEY 14. BLUE MOON - MAN CITY 4130 3933 3939 3932 15. VINOALOO - ENGLANO 1514 3543 16. I'M FOREVER BLOWING... FOREST WEST HAM COVENTRY 17. THE GREAT ESCAPE - SHEF WEONESOAY 3548 3937 18. GLORY, GLORY - MAN UTD, SPURS 4134 1472 1653 19. OAYDREAM BELIEVER - SUNOERLAND SHEFFIELD DWEN RANGERS 20. KEEP RIGHT ON - BIRMINGHAM CITY 4137 21. LAND OF HOPE/GLORY - ENGLAND 3947 4262 4272 22. WHEN THE SAINTS ... - SOUTHAMPTON 23. MATCH OF THE DAY - THEME 0221 KERNO 900 CHE SER (Se BONES 1571 4240 1469 25. RULE BRITTANIA - BRITISH TEAMS

F	lms &	TV	Tones
4680	AIRWOLF - THEME	0047	EUROVISION
4850	BBC CRICKET	4852	EYE OF THE TIGER
0166	BENNY HILL	4853	FATHER TED
0013	BEVERLY HILLS COP	5265	FRIENDS

013	BEVERLY HILLS COP	
780	BEWITCHED	
682	BIPERTY BOPERTY BOO	
683	BLACKADDER	
684	BLADE RUNNER	
848	BLIND DATE	
846	BUFFY THE	
	VAMPIRE SLAYER	
6B5	BUGS LIFE ***	
687	CHARIOTS OF FIRE	
516	CHARLIES ANGELS	
849	CORONATION STREET	
851	DADS ARMY	
035	DALLAS	
064	DAMPHETEDE MADEU	

5250 DAWSONS CREEK 0043 EASTENDERS

4852	EYE OF THE TIGER
4853	FATHER TED
5265	FRIENDS
0065	HALLOWEEN
0101	HAVE I GOT NEWS FOR U
4855	HAWAII 5 0 ***
0199	INDIANA JONES
0025	JAMES BOND
0187	DOCTOR NO
5266	JAWS
4857	LIVE AND LET DIE
4858	LOST IN SPACE
4830	LOVE IS ALL AROUND
	- 4 WEDDINGS
4690	MAGIC ROUNDABOUT
0094	MISSION IMPOSSIBLE
5420	PICK A POCKET
	OR TWO - OLIVER
4860	PULP FICTION **
4828	RETURN OF THE JEDI

- 15	' A A	X
-		
. 1	5298	ROBIN HOOD
.	4844	STAR TREK
_	4827	STAR WARS
-		(PHANTOM MENACE)
	4863	STARSKY & HUTCH
į	0151	STARWARS ***
ķ	0152	SUPERMAN
_	4847	THE A TEAM
	0044	THE ENTERTAINER
-		(THE STING)
-	4856	THE ITALIAN JOB
-	4826	THE MAGNIFICENT 7
- 1	4859	THE PROFESSIONALS
	4862	THE ROCKFORD FILES
- 1	4829	THE SAINT
- 1	0132	THE SIMPSONS
-	0153	THE SWEENEY
	0157	TITANIC ***
+	4864	TOP GUN
2	4865	WALACE & GROMIT
_		

Wrestling Tones & Logos 839 RAW 840 SHOOTER -

3486	APA	1
3487	CHYNA	4
4836	I'VE GOT IT ALL -	
	BILLY GUNN	_
4835	IT JUST FEELS	3
	RIGHT - LITA	4
3485	KANE 大大大	1
3480	KURT ANGLE	1
4927	MACDIAL WHIDT AMOUNT	-

335	IT JUST FEELS
	RIGHT - LITA
185	KANE **
180	KURT ANGLE
337	MEDAL - KURT ANGLE
338	OUT OF THE
	FIRE - KANE
339	PIE - THE ROCK
	9. CLICK DICK

	STEVE AUSTIN
481	STONE COLD
B41	THE GAME - TRIPLE H
B36	THE ROCK
B40	TOO COOL
482	TRIPLE H
484	UNDERTAKER (NEW)
842	WHO I AM - CHYNA
	AUVILA
_	CHYNA

3044

Music

	1835	3042
E H	DEADMAN THE UNDERTRIKER 3050	Y2J 3052
W)	#ARDY2X 3040	
A	In Hetranere H	RAWWAR
	3051	3058

THE ROCK PROTECTION

More Films/Tv

0085 MONTY PYTHON

0117 POPCORN - THEME 5364 STAR FLEET - THEME 0148 STAR TREK - THEME

Classic Tones Of The Week

Eye Of The

Tiger - Rocky

Film Theme

Code - 4852

Banana Splits

- TV Theme

Code - 5316

5371 THE WALTONS - THEME

Rainbow -

TV Theme

Code - 4861

Hawaii 5-0 -

TV Theme

Code - 4855

<i>០ឆននេ</i> 1672	
Harry Potter	

1555

6218 9 6 1665

0609 4031 Constant of the contract of th 9

EMINEM SHAQQY

4110

罗圆色

0681 4117 0

0569 2789 100% SEXY 2060

Do you need some help & guidance but don't know where to look? Do you feel you have questions that need answering?

0906-782-8960

Russell Grant Daily Horoscope **DIRECT TO YOUR MOBILE!** Call 0907 787 1819

1 minute call - Call costs £1.00 per min, Tarot is a Live service, calls are recorded. Calls cost £1,00 per min. May cost more from mobiles, Psychic Tarot Network Box 9203, London WC1N 3XX.



SUNGAY BLOOPY SUNGAY - UZ
WHEN A MAN LIVES A WOMAN - P. SLEOGE
RENDEVOUS 2 - JEAN MICHELLE JAMPE
LONGTH THE RENDEY - RED HOT OTALL JEPPERS
OON'T YOU WANT TM: - HUMAN LEAGUE
PHANTIOM OF THE OPERA - BON MANDEN
(T'S NOT JUNISHIA, 'TOM, JONES
SAILING - ROO STEWART

5295 PRETTY WOMAN - ROO STEWART 5282 I CANT HELP FALLING IN LOVE - ELVIS PRESLEY 5352 House of the Rising Sun - Animals 5377 It's not unusual - Tom Jones

5263 JAILHOUSE ROCK - ELVIS PRESLEY 5354 Jumping Jack Flash - Rolling Stones

VODAFONE OR CELLNET?

Join our EXCITING Text Chat Party service-Just send R Chat to 82576



Callers must have bill payer's permission. 82576 messages received are harged at 59p for Vodafo and 50p for BT Cellnet per message received. Helpline 0871 872 6869. To opt out send U CHAT to 82576.



24 hours a day, 7 davs a week

RTANT: If you can't get through on your mobile, call from our home or office phone and send it to your mobile sure to get the bill payers permission before calling)

You can receive tones on various mobiles - Nokia, Sagem, Sendo & Motorola - and logos on Nokia models - visit our website to see how you get tones for Siemens & Ericeson phones. - Phones is of the William of the State of Siemens of

1. Call the number above 2. Quote the 4-digit code 3. Receive your selection

From Ireland?

Call 1580-927192







These snowmen may look cute, but one touch and you'll lose your rings.

ICE MOUNTAIN ZONE

THIS ICE LEVEL has lots of slippery slopes to fall down and some underwater sections where the only way to breath is use the air bubbles that rise from the ground.

SPECIAL STAGE ACT 1

04

ONCE AGAIN, STAY in the upper part of the level and when you come across three platforms moving in a circle jump on to them. Jump to the three rings on the left to the next platform. Carry on left and use the red springs to reach the Special Spring next to a wall.

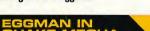
SPECIAL STAGE ACT 2 GET 90 RINGS



STAY IN THE upper part of the level. If you come across a tunnel where an ice block is moving back and forth then you're on the right track. Once past the ice block, jump onto the two platforms on the right, but be quick as they collapse beneath you. Jump to the red spring from the platform. In the area above go right through the loop and soon after you'll come to two moving platforms. Use them to get to the area on the right. This platform will have a red spring that is at an angle. Don't use this but charge up your spin dash and jump over it. You should land on the Special Spring below.



A rare chance to take a break from battling the evil Eggman.



This is another tricky boss, as you have to fight underwater with no air bubbles. The only way to hit Eggman and get air is when he causes a quake and ice spikes fall down, jump on them to get to the surface. Be careful not to hit the bottom of the spikes when you jump.

















Collect 100 rings to get an extra life – nice.

P1 35 33



Knuckles is pretty tough to beat, but there are a few weaknesses that he has. You can't hit him when he's gliding but as soon as he lands you can attack. Try using the spin dash when he's on the ground, but most of the time he blocks this. Once you've hit a few times he'll lose his outer skin, revealing the robot beneath. He'll now fire some rockets at you, which can be jumped over. You can hit Knuckles when he's firing the missiles but it's not easy. After a few missiles he'll do the glide attack again, so hit him when he lands



ANGEL ISLAND ZONE

WATCH OUT FOR the hidden spikes in this area and keep an eye out for the moving wheels, which move when you run on them and take you to hard-to-reach areas.

SPECIAL STAGE ACT 2
GET 90 RINGS

AFTER YOU'VE BEEN through the tight tunnel you'll come to a lamppost, after which will be a loop. Go round the loop and grab the hook it takes you to and jump to the top of the loop. Continue left and use the yellow spring to get up to the moving wheel above. Run to make it move then jump to the next one, which is at an angle. Jump to the platform on the right, looking out for the hidden spikes and red spring, which can both send you back down to the bottom. Jump over the spring and onto the moving platform on the right. Keep heading right using the platforms and wheels until you find the Special Spring against a wall.





The special spring is soon after this loop.





EACH ACT ON this level is a different zone. The first is Eggman's ship, which is very large and has plenty of places for you to fall off and die. There is also a time limit as pieces of the rocket break off. The second area is inside Eggman's space station and is just as tricky as the first act.

SPECIAL STAGE ACT 2 GET 100 RINGS

AS USUAL, STAY in the upper part of the level and keep going until you come to a dead end where you'll find the Special Spring. Just look out for the enemies that fire at you on the way.









8055

You are standing on a platform of moveable orbs, which Eggman moves back and forth across. The part you need to hit is below the orbs so you need to jump on the orbs to make them bounce and Eggman will rise up, allowing you to hit him. Eggman sometimes shoots at you (so look out for that) and once you've hit him a few times he'll move very fast so jump to avoid him.



∂ IT'S GETTING FRUITY!

The Chao you raise can be transferred GameCube and vice versa. Taking care of your Chao is a time-consuming business and they need lots of attention otherwise they get miserable. To help keep them happy, there are different items you can buy...

These fruit raise certain stats such as mood and abilities like swimming as mood and abilities like swimming and flying. These meters go up and down and tell you how your Chao is feeling. If the Belly meter is low, the Chao is hungry. There are other items that you can purchase with rings to keep your Chao entertained, such as a Horn and a TV.

In the Chao garden there are two GBAs on the ground. These both have games that you can play with your Chao to keep it amused and earn rings. The white one plays Rock, Paper, Scissors; the Purple one plays Snap.





Some characters are better suited to some missions than others. So if you can't complete a level with a character, try a different one.



0

0



WHO SAID CUBES HAVE TO BE SQUARE?

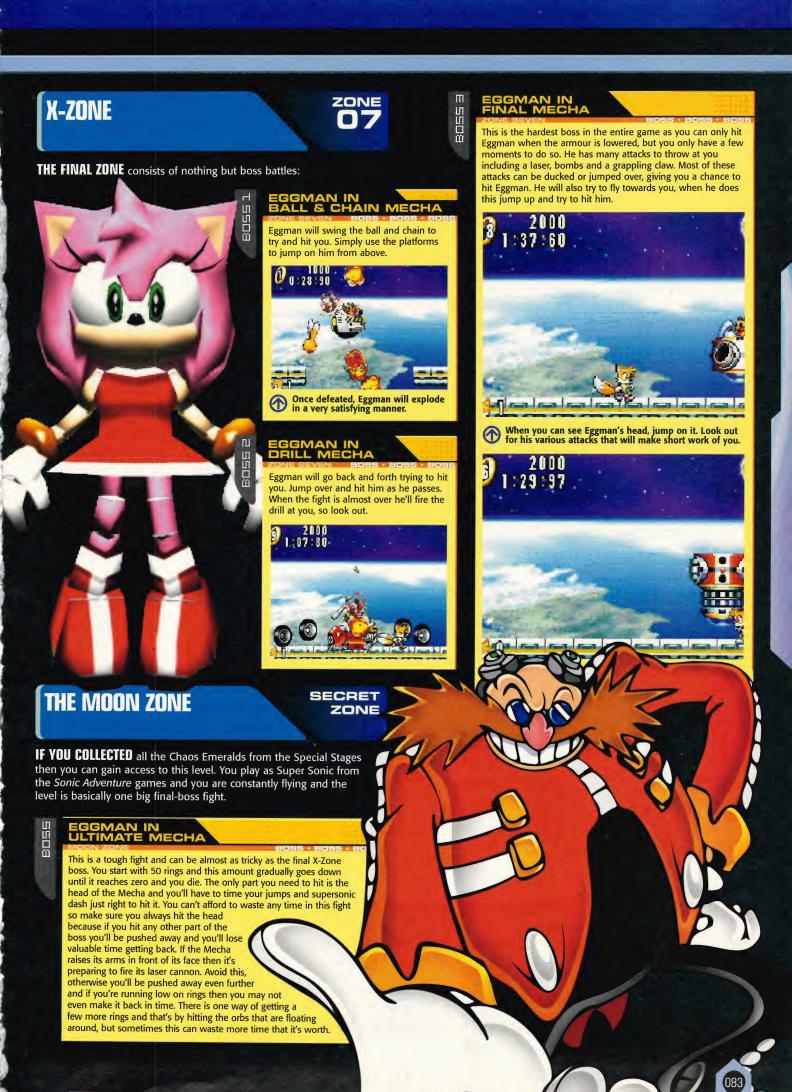


- 132 pages packed full of GameCube goodness!
- Bursting with reviews of all the GameCube's latest games!
- The GameCube exposed
- Exclusive interviews
- In-depth news and features galore!
- US launch titles revealed
- Massive solutions to the best games

FEATURING:
STARFOX ADVENTURE • SOUL CALIBUR 2
DIE HARD • ETERNAL DARKNESS • ISS2
RESIDENT EVIL • PHANTASY STAR ONLINE
ANIMAL FOREST • VIRTUA STRIKER 3
DARK SUMMIT • MADDEN 2002
PLUS: TONY HAWK'S COMPLETE SOLUTION

Note: Cover and content in Cube magazine are subject to change





KNOW YOUR

GAME BOY SUPER DIRECTORY

GAMES

GAME BOY ADVANCE

















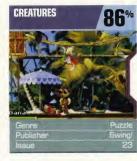


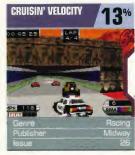
















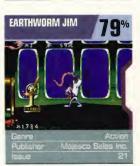




































































































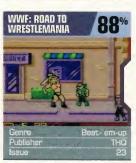
















KNOW YOUR

GAMES

GAME BOY COLOR

The complete listings of Total Advance Reviews







Welcome to CABLE CLUB COLOSSEUM.

POKÉMON YELLOW

95%





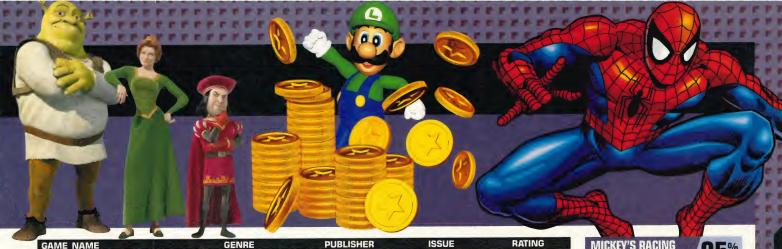
MARK: WHAT?

LEGEND OF ZELDA: LINK'S AWAKENING



MAT HOFFMAN'S PRO BMX	95%
andre genoughpresser.	
	~~####################################
	Marion)
	STHES: 1 F

SAME NAME	GENRE	PUBLISHER	ISSUE	RATING
02 Dalmatians	Platform	Activision	15	72%
D Pocket Pool	Sports	Virgin	17	85%
20 Degrees	Arcade	Nintendo	03	43%
Bug's Life	Platform	THQ	02	58%
ction Man	Platform	THQ	16	78%
dventures of the Smurfs, The	Adventure	Infogrames	14	55%
irforce Delta	Flight Simulation	Konami	14	70%
laddin	Platform	Disney	13	75%
Ifred's Adventure	Platform	SCi	11	80%
lice In Wonderland	Adventure	Nintendo	18	93%
liens: Thanatos	Adventure	THQ	17	78%
Il Star Baseball 2000	Sports	Acclaim	04 05	86% 86%
Il Star Tennis '99	Sports Adventure	Ubi Soft Infogrames	18	85%
lone In The Dark	RPG	Ubi Soft	14	60%
nimorphs ntz Racing	Racing	EA	16	70%
ntz	Platform	Infogrames	05	75%
ntz World Sportz	Sports	Big Ben Int	24	8%
sterix: Search For Dogmatix	Platform	Infogrames	10	89%
ustin Powers	PC Sim	Rockstar	12	92%
abe And Friends	Puzzle	Crave	03	70%
aby Felix Halloween	Platform	BBI	23	69%
ackgammon	Puzzle	JVC	12	64%
arbie: Ocean Discovery	Adventure	Mattel	07	50%
arbie: Pet Patrol	Simulation	Vivendi	26	72%
atman Of The Future	Beat-'em-Up	Ubi Soft	14	83%
atman: Chaos In Gotham	Platform	Ubi Soft	14	83%
attleships	Strategy	Take 2	05	78%
eauty And The Beast	Puzzle	Disney	06	68%
lack Bass Lure Fishing	Sports	Majesco	14	78%
lade	Shoot-'em-up	Activision	15	67%
ob The Builder	Puzzle	BBC Int.	14	68%
SX Road Champs	Sports	Activision	16	85%
ubble Bobble Classic	Puzzle	Taito	08	86%
uffy The Vampire Slayer	Platform	THQ	12	55%
ugs Bunny Crazy Castle 4	Platform	Kemco	09	47%
ust-A-Move 4	Puzzle	Acclaim	04	75%
uzz Lightyear Star Command	Shoot-'em-up	Activision	15	66%
annon Fodder	Strategy	Codemasters	15	90%
armageddon	Racing	SCi	03	36%
astlevania Legends	Platform	Konami	01	84%
aterpillar Construction Zone	Simulation	Mattel	12	85%
atwoman	Platform	Kemco	10	68%
atz/Dogz	Virtual Pet	Mattel	09	58%
entipede	Shoot-'em-up	Take 2	02	64%
hase HQ: Secret Police	Adventure	Metro 3d	05	75%
hessmaster	Puzzle	Mindscape	04	79%
hicken Run	Adventure	THQ	14	83%
onker's Pocket Tales	Adventure	Nintendo	03	90%
ool Bricks	Puzzle	SCi	11	86%
ool Hand	Puzzle	Take 2	02	85%
roc	Platform	THQ	10	90%
roc 2	Adventure	THQ EA Sports	12	91%
byber Tiger	Sports Platform	EA Sports Sunsoft	13 09	91%
affy Duck: Fowl Play aikatana	RPG RPG	Activision		88%
ejà Vu 1 & 2	Adventure		15 08	92%
inosaur	Adventure	Kemco Ubi Soft	12	90% 83%
inosaur'us	Platform	EA	15	
isney's Atlantis	Platform	THQ	22	73% 79%
isney's Magical Racing Tour	Racing	Activision	15	79%
onald Duck: Quack Attack	Platform	Ubi Soft	14	84%
onkey Kong Country	Platform	Nintendo	14	90%
onkey Kong Land	Platform	Nintendo	01	86%
oug's Big Game	RPG	Ubi Soft	16	90%
ragon Tales: Dragon Wings	Puzzle	Ubi Soft	16	69%
ragon Warrior Monsters	RPG	Eidos	07	92%
river	Racing	Infogrames	10	92%
ropzone	Shoot-'em-up	Acclaim	03	82%
uke Nukem	Platform	GT Int.	03	90%
ukes of Hazzard 2	Racing	Ubi Soft	16	82%
arthworm Jim: Menace	Platform	Crave	06	80%
evator Action	Platform	TDK	18	80%
mo 123	Puzzle	Ubi Soft	15	70%
mo ABC	Puzzle	Ubi Soft	15	45%
mo In Grouchland	Platform	Ubi Soft	15	69%
mperor's New Groove	Platform	Ubi Soft	16	82%
T. Escape From Planet Earth	Adventure	Ubi Soft	26	82%
T. Digital Companion	Simulation	Ubi Soft	26	70%
vil Knievel	Sports	Take 2	06	75%
xtreme Ghostbusters	Platform	Koch Media	23	48%
ktreme Sports Berenstain Bears	Sports	TDK	17	80%
Championship 2000	Racing	EA Sports	13	74%
World Grand Prix	Racing	V System	04	74%

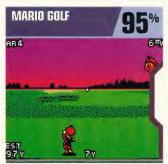


SAME NAME	GENRE	PUBLISHER	ISSUE	RATING
A Premier League Stars	Sports	EA Sports	19	60%
IFA 2000	Sports	EA Sports	07	73%
inal Fantasy Adventure	RPG	Sunsoft Sunsoft	01 01	85% 78%
inal Fantasy Legend	RPG RPG	Sunsoft	01	86%
inal Fantasy Legend II inal Fantasy Legend III	RPG	Sunsoft	01	90%
ish Files, The	Adventure	Microids	22	89%
lintstones: Burgertime In Bedrock	Arcade	Virgin	12	43%
lipper & Lopaka	Platform	Ubi Soft	16	80%
Fort Boyard	Adventure	Microids	22	52%
reestyle Scooter	Sports	Ubi Soft Take 2	19 02	68% 80%
rogger rogger 2	Arcade Arcade	Hasbro	13	80%
Game & Watch 2	Arcade	Nintendo	02	92%
Game Boy Gallery 3	Party	Nintendo	09	85%
Gex 3: Deep Pocket Gecko	Platform	Eidos	08	87%
Gex Enter The Gecko	Platform	Interplay	02	90%
Ghosts 'N' Goblins	Platform	Capcom	19	78%
Gift	Adventure	Cryo	15	63% 66%
Godzilla: Monster Wars Golden Goal	Shoot-'em-up Sports	Ubi Soft Tarantula	16 05	76%
Grand Theft Auto	Adventure	Rockstar	06	62%
Grand Theft Auto 2	Adventure	Rockstar	14	90%
Gremlins: Unleashed	Platform	Koch Media	23	82%
Grinch, The	Arcade	Konami	14	90%
lands of Time	Adventure	Virgin Int.	19	77%
Harry Potter And The Philosopher's Stone	RPG	EA	24	79%
larvest Moon	RPG	Nintendo	02	93%
Harvest Moon 2	RPG	Ubi Soft	16	89%
Hello Kitty's Cube Frenzy	Puzzle Adventure	Ubi Soft	15 19	58% 74%
Hercules Hexite	Puzzle	Virgin Int. Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Hot Wheels: Stunt Track Driver	Racing	Mattel	11	85%
ndiana Jones: Infernal Machine	Adventure	THQ	18	89%
nspector Gadget	Platform	Ubi Soft	14	72%
nternational Karate	Beat-'em-up	Studio 3	07	92%
nternational Superstar Soccer	Sports	Konami	. 01	79%
SS Pro '99	Sports	Konami	05	78%
eremy McGrath: 2000	Racing	Acclaim	12	55%
eremy McGrath Supercross	Racing	Acclaim	09	71%
im Henson's Muppets	Platform Arcade	Take 2 Midway	09 04	75% 75%
oust/Defender ungle Book: Mowgli's Wild	Platform	Ubi Soft	14	90%
Keep The Balance!	Puzzle	JoWood	24	69%
Cirikou	Platform	Wanadoo	25	80%
Clax	Puzzle	Midway	04	52%
Cluster	· Puzzle	Infogrames	03	58%
Konami Collection 4	Party	Konami	12	55%
egend of the River King 2	RPG	Ubi Soft	17	82%
.ego Alpha Team	Strategy	Lego Int.	15	80%
ego Racers ego Stunt Rally	Racing	Lego Int.	15 15	79% 83%
ion King: Simba's Adventure	Racing Platform	Lego Int. Activision	15	79%
ittle Mermaid 2: Pinball Frenzy	Puzzle	Nintendo	15	80%
ittle Nicky	Platform	Ubi Soft	22	66%
.ogical	Puzzle	THQ	02	78%
ooney Tunes	Platform	Sunsoft	02	80%
ooney Tunes Martian Alert	RPG	Infogrames	10	90%
ooney Tunes Martian Revenge	RPG	Infogrames	13	80%
ooney Tunes Racing	Racing	Infogrames	19	75%
ucky Luke Magical Tetris Challenge	Platform Puzzle	Infogrames Disney	04 09	81% 81%
Mario Golf	Sports	Nintendo	05	95%
Mario Tennis	Sports	Nintendo	15	95%
Mat Hoffman's Pro BMX	Sports	Activision	18	95%
Matchbox: Emergence Patrol	Simulation	THQ	19	79%
Maya The Bee	Platform	Acclaim	04	82%
Maya The Bee: Garden	RPG	Bonsai	15	50%
Megaman Xtreme	Platform	Capcom	19	89%
Men In Black	Shoot-'em-up	Interplay	02	80%
Men In Black 2	Platform	Crave	11	42%
Aerlin Aetal Gear Solid	Platform Adventure	EA Konami	15 09	54% 94%
Nickey's Racing Adventure	Racing	Nintendo	09	95%
Mickey's Speedway USA	Racing	Nintendo	17	90%
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin	Racing	THQ	08	93%
Micro Maniacs	Racing	THQ	22	59%
	Strategy	THQ	19	65%
Mission Bravo	Judicky	1119		
Mission Bravo Mission Impossible	Racing	Infogrames	07	90%
Mission Bravo Mission Impossible Monkey Puncher	Racing Platform	Infogrames Ubi Soft	07 15	90% 80%
Mission Bravo Mission Impossible	Racing	Infogrames	07	90%

MICKEY'S RACING ADVENTURE 95%









KNOW YOUR

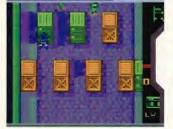
GAME BOY COLOR The complete listings of Total Advance Reviews







94%



SUPER MARIO BROS DX	94%
	2 2

MII TW	CRO MACHINES: IN TURBO	93%
00	Samuel Sta	Charles St.
0	Superior Survival Su	and the same
		Company of the Compan

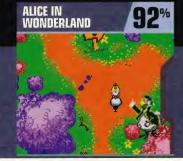
HARVEST MOON	93%
	V R A
	<u>a</u>
Brush Your	com
everday mit	h

Moomin's Tale Moon Patrol/Spy Hunter Mortal Kombat 4 Beat-'em-up Mr Driller Mr Poriller Mr Nutz Ms Pac-Man: Speed Colour Platform Ms Pac-Man: Speed Colour Platform Mystical Winja RPC NBA In The Zone NBA In The Zone NBA In The Zone Sports NBA In The Zone Sports NEW Addams Family, The NHL 2000 Sports NHL Bildes Of Steel NHL 2000 Sports NHL Bildes Of Steel No Fear: Downhill Biking No Fear:	Sunsoft Midway Midway Namco Infogrames Namco THQ Konami Vivendi Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive Namco Midway Nintendo	09 04 02 16 06 06 13 14 18 01 10 04 22 04 08 04 22 22 22 22 22 22 23 11	82% 60% 51% 80% 70% 85% 46% 90% 60% 85% 48% 63% 83% 67% 51% 49% 49%
Mortal Kombat 4 W Driller Arcade Wir Nutz WS Pac-Man: Speed Colour WIS Pac-Man: Speed Colour Edition Pac-Ma	Midway Namco Infogrames Namco THQ Konami Vivendi Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	02 16 06 06 13 14 18 01 10 04 22 04 08 04 22 22 08 22 22	51% 80% 70% 85% 46% 90% 78% 60% 85% 48% 63% 67% 51% 49%
Ar Driller Arcade for Nutz Platform puzzle for Nutmery for N	Namco Infogrames Namco THQ Konami Vivendi Konami Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	16 06 06 13 14 18 01 10 04 22 04 08 04 22 22 08 23 11	80% 70% 85% 46% 90% 78% 60% 85% 48% 63% 63% 67% 51% 49%
is Pac-Man: Speed Colour In VS ports Skateboading Sports Jummy, The Jummy Returns, The Platform Sports BA In The Zone Sports BA In The Zone Sports BA In The Zone We Addams Family, The H. Bidues Of Steel Sports O Fear: Downhill Biking Racing O Fear: Downhill Biking O Fear: Downhill Biking Racing O Foots O Sports	Infogrames Namco THQ Konami Vivendi Konami Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	06 06 13 14 18 01 10 04 22 04 08 04 22 22 22 08 23	70% 85% 46% 90% 78% 60% 85% 48% 63% 63% 63% 67% 51% 49% 49%
s Pac-Man: Speed Colour IV Sports Skateboading Sports Jordan Jordan Sports Sports Jordan Jo	Namco THQ Konami Vivendi Konami Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	13 14 18 01 10 04 22 04 08 04 22 22 22 08 23	46% 90% 78% 60% 85% 48% 63% 63% 67% 51% 49%
unmy, The platform unmy Returns, The Platform pstical Ninja RPC SA In The Zone 2000 Sports SA In The Zone 2000 Sports sw Addams Family, The Adventure La Bitz Sports La Bitz Sports La Bitz Sports La Bitz Sports La Sports	Konami Vivendi Konami Konami Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	14 18 01 10 04 22 04 08 04 22 22 22 08 23	90% 78% 60% 85% 48% 63% 83% 67% 51% 49%
stical Ninja RPC Al In The Zone 2000 Sports Al In The Zone 2000 Sports Al In The Zone Sports Waddams Family, The Adventure L Blitz Sports IL 2000 Racing Racing Adventure Race Racing Racing Id 2000 Sports Id 2000 Spor	Vivendi Konami Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	18 01 10 04 22 04 08 04 22 22 22 08 23	78% 60% 85% 48% 63% 83% 67% 51% 49%
stical Ninja A In The Zone 2000 A In The Zone 2000 A In The Zone Sports W Addams Family, The Adventure L Bitz L 2000 Sports L Blades Of Steel Sports L Blades Of Steel Sports Fear: Downhill Biking Racing Fear: Downhill Biking Racing Fear: Downhill Biking Racing Fear: Downhill Biking Racing Gdy And The Birthday Party Race Racing Race Platform d World Adventures I Platform d World Adventures I Platform d World Adventures I Platform perboy Arcade Perboy Arcade Rece Bowling Rece Racing	Konami Konami Konami Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	01 10 04 22 04 08 04 22 22 22 08 23	60% 85% 48% 63% 83% 67% 51% 49%
Al In The Zone w Addams Family, The L Bilitz L Bildacs Of Steel L Biltz L Blades Of Steel Fear: Downhill Biking Fear: Downhill Biking Racing Fear: Downhill Biking Racing	Konami Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	04 22 04 08 04 22 22 08 23	48% 63% 83% 67% 51% 49%
w Addams Family, The L Biltz Sports It. Blades Of Steel Sports It. Blades Of Steel Sports It. Blades Of Steel Sports Fear: Downhill Biking Racing Pear: Downhill Biking Racing If Fear: Downhill Biking Racing If Fear: Downhill Biking Racing If Fear: Downhill Biking Racing If Race Racing If Race Racing If World Adventures If World Adventures II Platform If World Race Racing If Sepond The Jungle Platform If Sports If Set Racing Racing If R	Microids Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	22 04 08 04 22 22 22 08 23	63% 83% 67% 51% 49% 49%
L Blitz L 2000 Sports LL 2000 Sports LL 2000 Sports LL Blades Of Steel Fear: Downhill Biking Racing ddy And The Birthday Party Race Racing eary Manager 2000 Sports lex Hatform dd World Adventures Hatform dd World Adventures Hatform dd World Adventures Hatform dd World Adventures Hatform Hatfor	Midway EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	04 08 04 22 22 08 23	83% 67% 51% 49% 49%
IL 2000 IL 2000 IL Blades Of Steel Fear: Downhill Biking Fear: Downhill Biking Racing ddy And The Birthday Party Race Racy Racy Racy Racy Racy Racy Racy Racy	EA Sports Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	08 04 22 22 08 23	67% 51% 49% 49%
IL Blades Of Steel Fear: Downhill Biking Fear: Downhill Fear: Platform Fear: Downhill Fear: Do	Konami THQ THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	22 22 08 23 11	49% 49%
Pear: Downhill Biking ddy And The Birthday Party Race Racing Racing Racing Sports solex Id World Adventures Id World Adventures II Platform Platform Arcade Perboy Arcade Perboy Arcade Perboy Arcade Perboy Arcade Ports Racing Arcade Perboy Arcade Ports Racing Ra	THQ BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	22 08 23 11	49%
ddy And The Birthday Party Race Race Racing Racey Racing Sports lex Adventures Advantager 2000 Sports All dworld Adventures Arcade Platform Arcade Pereboy Arcade	BBC Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	08 23 11	
Race Leary Manager 2000 Lex Leary Manager 2000 Lex Platform Lex Aman: Speed Colour Edition Perboy Arcade Perboy Arcade Perboy Arcade Perboy Arcade Platform Platform Platform Arcade Platform Arcade Platform Arcade Platform Arcade Platform Recket Bowling Cket Soccer Kemon Gold/Silver/Crystal Refo Remon Fad/Blue Remon Trading Card Game Refo Remon Fad/Blue RepG Refo Resport Refo Resport Refo Resport Refo Resport Refo Resport Respor	Koch Media Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	23 11	/2%
Leary Manager 2000 Lex Platform Lex Lex Lex Platform Lex Lex Lex Platform Lex Lex Lex Platform Lex Lex Lex Platform Lex	Ubi Soft Infogrames GT Interactive GT Interactive Namco Midway	- 11	80%
platform Id World Adventures ID Platform Arcade Preterboy Arcade Preterboy Arcade Preterboy Arcade Platform Sports Schet Bowling Sports Scket Bowling Sports Scket Bowling Sports Scket Racing Remon Float Re	Infogrames GT Interactive GT Interactive Namco Midway		85%
d World Adventures II Platform C-Man: Speed Colour Edition Arcade perboy Arcade fect Dark Shoot-'em-up fall: Beyond The Jungle Platform Jyer Manager 2001 Sports cket Bowling Sports cket Racing Racing Ket Racing Racing Ket Rome Gold/Silver/Crystal RPG kemon Pinball Puzzle kemon Finball Puzzle kemon Trading Card Game RPG kemon Trading Card Game RPG may Arcade merpuff Girls: Bad Mojo Jojo Platform merpuff Girls: Battle Him Platform merpuff Girls: Paint The Town Platform mer Quest Beat-'em-up mer Rangers: LSR Platform mer Quest Platform mer Quest Platform The Pict Carade Diplect S-11 Shoot-'em-up chi Carat Puzzle mest For Camelot RPC mbow 6 Strategy mbow Islands Platform mpage World Tour Arcade mpage World Tour mpage Worl	GT Interactive Namco Midway		89%
c-Man: Speed Colour Edition Arcade perboy Arcade frett Dark Shoot-'em-up fall: Beyond The Jungle Platform sports scket Bowling Sports cket Racing Racing cket Soccer Sports kémon Gold/Silver/Crystal RPG kémon Pinball Puzzle kémon Red/Blue RPG kémon Yellow RPG ng Arcade p'N' Pop Arcade werpuff Girls: Batle Him Platform werpuff Girls: Paint The Town wer Quest Beat-'em-up wer Rangers: LSR Platform nee Of Persia D Pool Sports pibow Islands Platform pro-Am Racing pro-Am Racing servoir Rat sident Evil Gaiden Adventure pro-Am Racing servoir Rat sident Evil Gaiden Adventure put Girls: Giden Platform pro-Am Racing poports pro-Am Racing servoir Rat sident Evil Gaiden Adventure platform	Namco Midway	02	85%
rect Dark fect Dark fect Dark fect Dark fect Dark fall: Beyond The Jungle yer Manager 2001 Sports cket Bowling Sports cket Racing Racing cket Soccer Sports Kémon Gold/Silver/Crystal Kémon Pinball Puzzle Kémon Trading Card Game Kémon Trading Card Game Kémon Trading Card Game Kémon Trading Card Game RPG Ref Memor Trading Card Game RPG Ref Ref RPG Ref RPG Ref RPG Ref Ref RPG Ref Ref RPG Ref Ref RPG Ref	Midway	05 05	87%
fect Dark All: Beyond The Jungle All: Beyond The Jungle Yer Manager 2001 Sports Adventure Platform Adventure Platform Adventure Sports Adventure Sports Adventure Sports Adventure Sports Sports Adventure Sports Adventure Sports Sports Adventure Platform Adventure Pla		05	82% 62%
fall: Beyond The Jungle yer Manager 2001 Sports cket Manager 2001 Sports cket Bowling Sports cket Racing Racing Sports skémon Gold/Silver/Crystal RPG Rémon Pinball Puzzle Rémon Red/Blue RPG Rémon Yellow RPG Remon Yellow Remon Platform Remon Remon Remon Remon Remon Remon Platform Remon Remon Adventure Relations: The Demon Slayer RPG Remon Remon Remon Platform Remon Remble Relations: The Demon Slayer RPG Remon		11	94%
cket Bowling cket Racing cket Racing Racing Racing Racing Racing Racing Racing Racing Racing Sports Remon Gold/Silver/Crystal RPG Remon Red/Blue RPG Remon Trading Card Game RPG Remon Trading Card Game RPG Remon Repg Remon Remon Repg Remon	Virgin	03	81%
cket Racing Cket Soccer Sports Skemon Gold/Silver/Crystal RPG RPG Remon Pinball Puzzle Remon Red/Blue RPG RPG Remon Red/Blue RPG RPG Remon Red/Blue RPG RPG Remon Yellow Rerpuff Girls: Batle Him Platform Platform Remon Yelf Sports Remon Yellow RPG Remon Yellow RPG Remon	THQ	17	85%
cket Soccer kémon Gold/Silver/Crystal kémon Fold/Silver/Crystal kémon Red/Blue kémon Trading Card Game kémon Trading Card Game kémon Trading Card Game RPG kémon Yellow RPG	Jaleco	05 13	52%
kémon Gold/Silver/Crystal kémon Pinball Puzzle kkémon Red/Blue RPG kémon Trading Card Game RPG kémon Trading Card Game RPG ng Arcade Pr Yop Arcade werpuff Girls: Battle Him Platform Platform werpuff Girls: Battle Him Platform Platform werpuff Girls: Paint The Town Platform wer Quest Beat-'em-up wer Rangers: LSR Platform pl	Virgin Nintendo	18	54% 80%
kémon Pinball kémon Red/Blue kémon Red/Blue kémon Trading Card Game RPG kémon Yellow RPG NS NS Arcade NPC NS NS Arcade Nerpuff Girls: Batd Mojo Jojo Nerpuff Girls: Battle Him Nerpuff Girls: Paint The Town. Ner Quest Ner Quest Ner Quest Nor Quest	Nintendo	16/20	95%
kémon Trading Card Game kémon Vellow RPG Ng Arcade Arcade P 'N' Pop Arcade Werpuff Girls: Battle Him Werpuff Girls: Battle Him Werpuff Girls: Paint The Town Wer Quest Wer Rangers: LSR Platform Wer Rangers: LSR Platform No Pool Sports Opol Spor	Nintendo	13	85%
kémon Yellow RPG Arcade Arcade Arcade Werpuff Girls: Batl Mojo Jojo Werpuff Girls: Batle Him Werpuff Girls: Paint The Town Wer Quest Wer Quest Wer Rangers: LSR Platform Dead Of Persia Pool Sports Pool Sports Pool Pool Sports Pool Sports Platform Procade Procade Strategy Nhow 6 Strategy Nhow 6 Strategy Nhow 18lands Platform Platform Platform Pro-Am Racing Servoir Rat Sident Evil Gaiden Lurn Of The Ninja Platform Platform Platform Platform Platform Adventure Platform Platform Adventure Platform Platform Adventure Platform Platform Adventure Platform Adventure Platform Adventure	Nintendo	04	85%
ng Arcade Arcade Arcade Arcade Arcade Arcade Arcade Arcade Merpuff Girls: Bad Mojo Jojo Merpuff Girls: Battle Him Merpuff Girls: Paint The Town Platform Merpuff Girls: Paint The Town Platform Merpuff Girls: Paint The Town Platform Merpuff Girls: Paint The Town Merpuff Girls: Paint The Town Platform Merpuff Girls: Paint The Town Merpuff Girls: Paint The Town Platform Merpuff Girls: Paint The Town Platform Merpuff Girls: Paint The Town Platform Platform Merpuff Girls: Paint Town Merpuff Girls: Paint Town Platform Merpuff Girls: Paint Town Platform Merpuff Girls: Paint Town Merpuff Girls: Paint Town Platform Merpuff Girls: Paint Town Merpuff Girls: Paint Town Platform Merpuff Girls: Paint Town Merpuff Girls: Paint	Nintendo	14	87%
p 'N' Pop Arcade werpuff Girls: Battle Him Platform Platform werpuff Girls: Battle Him Platform werpuff Girls: Paint The Town Platform wer Quest Beat-'em-up Wer Quest Beat-'em-up Platform Puzzle Platform Platform Platform Platform Platform Platform Platform Platform Pro-Am Racing Sports Platform Platform Pro-Am Racing Sports Platform Platfo	Nintendo Take 2	10	95% 75%
werpuff Girls: Badd Mojo Jojo werpuff Girls: Battle Him Platform werpuff Girls: Pattle Him Platform werpuff Girls: Pattle Him Platform wer Quest Beat-'em-up wer Rangers: LSR Platform nee Of Persia Platform of Pool Sports of Pool Sports of Pool Persia Platform of Pool Sports of Platform of Platform of Platform of Platform of Platform of Pool Platform of Platform of The Ninja Platform of The Ninja Platform of The Ninja Platform of The Demon Slayer of Platform of Rumble of To El Dorado Platform of The Dorado Platform of Rumble of To El Dorado Adventure of Platform of Rumble of To El Dorado Adventure of Platform of Rumble of To El Dorado Adventure of Platform of Rumble of To El Dorado Adventure of Platform of Rumble of To El Dorado Adventure of Platform of Rumble of To El Dorado Adventure of Platform of Platform of Platform of Platform of Platform of To El Dorado Platform of Platform of Platform of To El Dorado Platform of To El Dorado Adventure of Platform of To El Dorado Platform of To El	JVC	12	77%
werpuff Girls; Paint The Town wer Quest wer Quest wer Rangers: LSR Platform Plool Pool Sports Sports Shoot-'em-up Puzzle est For Camelot RPG Rbow 6 Strategy Rbow 6 Rbow 6 Rbow 6 Rbow 1 Rbow 1 Rbow 1 Rbow 1 Racing Racing Racing Racing Racy 2 Rumble Boxing Sports Servoir Rat Platform Platform Platform Platform Platform Platform Platform Platform Rouling Rou	Ubi Soft	18	78%
wer Quest wer Rangers: LSR Platform nec Of Persia Pool Sports Pool Sports Pool Sports Shoot-'em-up Phiti Carat Puzzle est For Camelot nbow 6 Strategy nbow 6 Strategy nbow 18 Patform Platform Platform Platform Pro-Am Racing Sports Sports Sports Pro-Am Racing Platform Pro-Am Racing Platform Pro-Am Racing Platform Pro-Am Racing Sports Platform Pro-Am Racing Adventure Platform Platform Platform Platform Platform Sports Sports Sports Platform Platform Relations: The Demon Slayer Platform Platform Platform Relations: The Demon Slayer Adventure Platform Platform Sports Schet Power And Garros French Open Adventure Sports Sports Schet Power And Garros French Open Adventure Sports Sports Sports Sports Sports Sports Sports Sports Adventure Sports Sport	Ubi Soft	19	80%
wer Rangers: LSR net Of Persia Platform Pool Sports pool Sports plet S-11 Shoot-'em-up phic Carat Puzzle est For Camelot RPG nbow 6 Strategy nbow 6 Strategy nbow Islands Platform man Platform Pro-Am Racing Syorts Servoir Rat Platform servoir Rat Platform urn Of The Ninja Platform oin Hood Adventure pool Wars Seket Power Sports servoir Seket Power and Garros French Open and Garros French Open and Garros French Open sports servoir Servoir Sports servoir Servo	Ubi Soft	19	80%
nce Of Persia Platform Pool Sports ject S-11 Shoot-'em-up chi Carat Puzzle est For Camelot RPG nbow 6 Strategy nbow Islands Platform mpage World Tour Arcade roman Platform Pro-Am Racing addy 2 Rumble Boxing Sports servoir Rat Platform servoir Rat Platform verlations: The Demon Slayer RPG no Rumble ad To El Dorado Platform soin Hood Adventure both Wars Bash-'em-up scket Power Sports and Garros French Open Sports swell Conspiracies Adventure speed Sports speed Conspiracies Adventure speed Sports speed Sports speed Sports speed Sports spo	Sunsoft THQ	01 15	85% 72%
Pool Sports ject S-11 Shoot-'em-up hit Carat Puzzle est For Camelot RPG nbow 6 Strategy nbow 6 Platform npage World Tour Arcade man Platform Pro-Am Racing edy 2 Rumble Boxing Sports ervoir Rat Platform ident Evil Gaiden Adventure urn Of The Ninja Platform not Rumble Platform not Rumble Platform do To El Dorado Platform obot Wars Bash-'em-up scket Power Sports eded Garros French Open and Garros French Open and Garros French Open and Garros French Open sports swell Conspiracies Adventure yeats In Paris Puzzle grats The Movie grats: The Movie grats: Time Travellers grats: Time Travellers grats: Totally Angelica platform platform platform platform platform prats: Totally Angelica prina: Spooked Platform platform platform platform platform platform prats: Totally Angelica platform	Red Orb	04	90%
chi Carat est For Camelot nbow 6 Strategy nbow Islands platform mpage World Tour Arcade moman Pro-Am Arcade Platform Pro-Am Arcade Servoir Rat Sident Evil Gaiden Adventure Servoir Rat Sident Evil Gaiden Adventure Surn Of The Ninja Platform Platform Adventure Platform Adventure Servoir Rat Sident Evil Gaiden Adventure Servoir Rat Adventure Delatform Adventure Delatform Adventure Delatform Sports	Codemasters	10	70%
est For Camelot RPG nbow 6 Strategy nbow 6 Platform phow Islands Platform mpage World Tour Arcade man Platform Pro-Am Racing ady 2 Rumble Boxing Sports servoir Rat Platform sident Evil Gaiden Adventure rurn Of The Ninja Platform rurn Of The Ninja Platform rurn Of The Ninja Platform rurn Of The Demon Slayer RPG no Rumble Platform ad To El Dorado Platform both Wars Bash-'em-up Stocket Power Sports and Garros French Open Sports and Garros French Open Sports swell Conspiracies Adventure sype DX Shooter grats In Paris Puzzle grats The Movie grats: Time Travellers grats: Time Travellers prina: Spooked Platform platform rina The Teenage Witch Platform rita Claus Junior platform pla	Sunsoft	13	75%
nbow 6 nbow Islands nbow Islands npage World Tour Arcade Arcade Arcade Arcade Arcade Arcade Platform Pro-Am Racing Sports Sports Servoir Rat Sident Evil Gaiden Adventure Brown Of The Ninja Adventure Brown Of The Ninja Adventure Brown Of The Ninja Adventure Platform Adventure Platform Platform Adventure Platform Adventure Platform Adventure Bash-'em-up Sports Bash-'em-up Sports Bash-'em-up Sports Brown Adventure Sports Adventure Platform Sports Adventure Platform Sports Adventure Platform Adventure Platform Platform Platform Platform Platform Adventure Platform Platform Platform Platform Platform Platform Platform Adventure Platform P	Taito	10	65%
inbow Islands Platform mpage World Tour Arcade yman Platform Pro-Am Racing ady 2 Rumble Boxing Sports servoir Rat Platform servoir Rat Platform servoir Rat Platform selations: The Demon Slayer RPG ino Rumble Platform both Hood Platform both Wars Bash-'em-up scket Power Sports land Garros French Open Sports la	Titus Red Storm	02 08	84% 82%
mpage World Tour man Platform Platform Racing Ady 2 Rumble Boxing Sports Sports Platform Adventure Platform Adventure Platform Adventure Platform Adventure Platform Adventure Bash-'em-up Sports Adventure Sports Flatform Sports Flatform Sports Flatform Sports Flatform Flatform Platform Adventure	TDK	19	87%
yman Pro-Am Racing Adv 2 Rumble Boxing Sports servoir Rat Sident Evil Gaiden Adventure turn Of The Ninja Velations: The Demon Slayer Into Rumble Adventure Both Wars Adventure Doth Wars Bash-'em-up Scket Power Sports Sand Garros French Open Sports Sand Garros French Open Sports Sand Ox-Football Swell Conspiracies Adventure Syper DX Shooter Sports Schooter Sports Sc	Midway	02	58%
ady 2 Rumble Boxing Sports Servoir Rat Sident Evil Gaiden Adventure Burn Of The Ninja Velations: The Demon Slayer Ino Rumble Ad To El Dorado Platform Din Hood Adventure Bobt Wars Cket Power Sports Sanh-'em-up Sports Sports Sports Sports Adventure Sports Adventure Sports Sports Sports Adventure Sports Sports Adventure Sports Sports Platform Sports Sports Adventure Sports Sports Platform Sports Sports Adventure Sports Sports Sports Sports Sports Sports Adventure Sports Sports Sports Adventure Sports Spo	Ubi Soft	07	90%
servoir Rat servoir Rat servoir Rat servoir Rat sident Evil Gaiden Adventure surn Of The Ninja Platform Platform Platform Platform Platform Platform RPC Platform Sports Platform Sports Platform Sports Platform Sports Platform Sports Platform Plat	Nintendo	01	83%
sident Evil Gaiden urn Of The Ninja Platform velations: The Demon Slayer no Rumble At Tel Dorado Doit Hood Not Wars Seat Tench Open Platform Platfo	Midway Take 2	07	73%
curn Of The Ninja Platform relations: The Demon Slayer RPG no Rumble Platform and To El Dorado Platform both Wars Bash-'em-up cket Power Sports and Garros French Open Sports and Garros French Open Sports both Wars Adventure both Wars Sports and Garros French Open Sports and Garros French Open Sports and Garros French Open Sports both Wars Sports Adventure Sports Adventure Sports Adventure Sports Puzzle Frats The Movie Platform grats: Time Travellers Platform grats: Totally Angelica Puzzle brina: Spooked Platform prina: Spooked Platform prina The Teenage Witch Platform p	Virgin	02 24	84% 83%
velations: The Demon Slayer Net Rumble Ad To El Dorado Platform Platform Platform Platform Adventure Platform Adventure Poort Poorts Adventure Poorts Poorts Adventure Poorts Adventure Poorts Adventure Poorts Adventure Poorts Adventure Poorts Puzzle Prats In Paris Puzzle Prats The Movie Platform Platform Prats: Totally Angelica Puzzle Porina: Spooked Platform Adventure	Ubi Soft	17	83%
ad To El Dorado in Hood Adventure both Wars Bash-'em-up Sports and Garros French Open anido V-Football Swell Conspiracies Adventure Sports Shooter Syrats In Paris Grats In Paris Grats Time Travellers Grats: Time Travellers Grats: Totally Angelica Platform Oby Doo: Classic Creep Adventure	Atlus	05	89%
poin Hood port Wars port Wars port Wars parts parts parts parts pre DX ports pre DX ports pre DX pre	Telegames	26	77%
bot Wars bot	Ubi Soft EA	11 16	77%
ket Power and Garros French Open and Garros French Open aldo V-Football Sports well Conspiracies Adventure Shooter rats In Paris Puzzle rats The Movie rats: Time Travellers rats: Totally Angelica prina: Spooked Platform rina The Teenage Witch ta Claus Junior platform platform Adventure	BBC Int.	14	83% 75%
laldo V-Football Sports well Conspiracies Adventure pre DX Shooter rats In Paris Puzzle rats The Movie Platform rats: Time Travellers Platform rats: Totally Angelica Puzzle rina: Spooked Platform rina The Teenage Witch Platform ta Claus Junior Platform oby Doo: Classic Creep Adventure	THQ	18	52%
well Conspiracies Adventure ppe DX Shooter grats In Paris prats In Paris prats: Time Travellers prats: Time Travellers prats: Totally Angelica prina: Spooked platform prina The Teenage Witch ta Claus Junior oby Doo: Classic Creep Adventure	Cyro	12	60%
ype DX Shooter yrats In Paris Puzzle yrats The Movie Platform yrats: Time Travellers Platform yrats: Totally Angelica Puzzle yrina: Spooked Platform yrina The Teenage Witch Platform ta Claus Junior Platform oby Doo: Classic Creep Adventure	Infogrames	07	65%
rats In Paris Puzzle rats The Movie rats: Time Travellers rats: Totally Angelica rina: Spooked rina: Spooked rina The Teenage Witch ta Claus Junior oby Doo: Classic Creep Puzzle Platform Platform Adventure	Ubi Soft	18	80%
rats The Movie Platform rats: Time Travellers Platform rats: Totally Angelica Puzzle rina: Spooked Platform rina The Teenage Witch Platform ta Claus Junior Platform oby Doo: Classic Creep Adventure	Infogrames THQ	04 15	60% 71%
rats: Time Travellers Platform rats: Totally Angelica Puzzle rina: Spooked Platform rina The Teenage Witch Platform ta Claus Junior Platform oby Doo: Classic Creep Adventure	THQ	02	87%
rina: Spooked Platform rina The Teenage Witch Platform ta Claus Junior Platform oby Doo: Classic Creep Adventure	THQ	06	72%
rina The Teenage Witch Platform ta Claus Junior Platform oby Doo: Classic Creep Adventure	THQ	13	71%
ta Claus Junior Platform oby Doo: Classic Creep Adventure	Vivendi Universal Havas Int.	24 15	69%
oby Doo: Classic Creep Adventure	JoWood	24	60% 83%
	THQ	17	77%
abble Puzzle	Ubi Soft	24	92%
dowgate Classic RPG	Kemco	03	48%
nghai Pocket Puzzle		01	79%
un Palmer Pro Snowboarder Sports Puzzle Puzzle	Sunsoft	25	85%
ek: Fairytale Freakdown Beat-'em-up	Sunsoft Activision	26 19	82% 71%
npsons: Treehouse of Horror Platform	Sunsoft Activision Vîvendi	17	70%
uurf's Nightmare, The Platform • Sports	Sunsoft Activision	03	78%

090

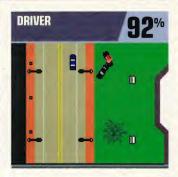








AME NAME	GENRE	PUBLISHER	ISSUE	RATING
now Cross	Sports	Vicarious	23	30%
now White And The Seven Dwarves	Adventure	Ubi Soft	24	60%
occer Manager	Sports	Acclaim	- 11	69%
pace Invaders	Shoot-'em-up	Activision	06	69%
pace Station Silicon Valley	Platform	Take 2	. 05	90%
peedy Gonzales: Aztec	Platform	Infogrames	09	75%
pider-Man	Platform	Activision	13	89%
pider-Man 2: Sinister Six	Platform	Activision	19	88%
pirou: The Robot Invasion	Platform	Ubi Soft	10	86%
pongebob Squarepants	Platform	THQ	18	80%
py Vs Spy	Arcade	Kemco	04	77%
tar Wars: Episode 1 Racer	Racing	LucasArts	07	93%
tar Wars: Obi Wan's	Adventure	THQ	15	85%
tar Wars: Yoda Stories	RPG	LucasArts	08	84%
tranded Kids	RPG	Konami	08	79%
treetfighter Alpha	Beat-'em-up	Capcom	08	85%
tuart Little: The Journey Home uper Breakout	Adventure Puzzle	Activision Take 2	21 02	77%
uper Mario Bros DX	Platform	Nintendo	03	70% 94%
uper Marioland 2	Platform			
uper Return of the Jedi	Platform	Nintendo LucasArts	01 01	90% 72%
uper Return or the Jedi upercross				
	Racing	Infogrames	14	88%
upreme Snowboarding uzuki Allstar Extreme	Sports Racing	Infogrames Ubi Soft	06 06	53%
wiv	Shoot-'em-up	υσι Soπ SCi	16	72%
arzan	Platform	Activision	05	85% 90%
arzan azmanian Devil: Munching Mad	Adventure		05	85%
est Drive 6	Racing	Infogrames	07	
etris DX	Puzzle	Infogrames Nintendo	08	78% 92%
he Nations – Land of Legends	RPG	JoWood	24	
he World Is Not Enough	Adventure	EA	23	70% 83%
hree Lions	Sports	Take 2	05	82%
hunderbirds	Adventure	SCi	13	93%
ger Woods PGA Tour 2000	Sports	EA Sports	08	43%
ntin: Le Temple Du Soleil	Platform	Infogrames	15	
ny Toons: Buster Saves	Arcade		19	71%
tus The Fox	Platform	Virgin Int. Titus	13	56%
OCA	Racing	THQ	11	53% 92%
om & Jerry	Platform	Warner Bros	06	48%
om & Jerry: Mouse Attacks	Platform	Ubi Soft	13	85%
omb Raider	Platform	Core Design	08	95%
onic Trouble	Platform	Ubi Soft	09	88%
onka Raceway	Racing	Hasbro	11	31%
ony Hawk's Pro Skater 3	Sports	Activision	23	90%
ony Hawk's Skateboarding	Sports	Activision	09	64%
ponsylvania	Platform	THQ	11	71%
op Gear Rally	Racing .	Nintendo	03	55%
by Story 2	Platform	THQ	07	80%
by Story Racers	Racing	Activision	17	88%
ick Boarder	Sports	Natsume	18	55%
irok 2	Platform	Acclaim	02	40%
ırok 3	Shoot-'em-up	Acclaim	11	50%
ırok Rage Wars	Adventure	Acclaim	06	70%
veenies: Doodle's Bones	Platform	BBC Int.	22	78%
veety's High Flying Adventure	Platform	Kemco	12	79%
EFA 2000	Sports	Infogrames	11	82%
Itimate Fighting Championship	Beat-'em-up	Ubi Soft	16	33%
Itimate Paintball	Shoot-'em-up	Take 2	11	50%
niversal Monsters: Dracula	Adventure	Cryo	22	81%
NO	Party	Mattel	14	75%
P	Shoot-'em-up	Ubi Soft	19	60%
Rally Championship Edition	Racing	Infogrames	03	90%
acky Races	Racing	Infogrames	10	90%
ario Land	Platform	Nintendo	01	85%
ario Land II	Platform	Nintendo	01	90%
ario Land III	Platform	Nintendo	09	93%
ave Races	Racing	Nintendo	01	66%
endy: Every Witch Way	Platform	TDK	22	84%
etrix GB	Puzzle .	Infogrames	11	48%
ings of Fury	Shoot-'em-up	Red Orb	09	79%
innie The Pooh: 100 Acre	Adventure	Disney	10	60%
innie The Pooh And Tigger	Platform	Ubi Soft	25	75%
oody Woodpecker Racing	Racing	Konami	16	60%
orld Cup '98	Sports	EA Sports	01	80%
orms Armageddon	Strategy	Infogrames	06	48%
WF Attitude	Beat-'em-up	Acclaim	04	80%
WF : Betrayal	Beat-'em-up	THQ	21	75%
WF Wrestlemania	Beat-'em-up	THQ	07	48%
ena: Warrior Princess	Adventure	Virgin	15	
Men Mutant Academy	Beat-'em-up			74%
Men Wolverine's Rage		Activision	11 .	70%
men anomenme a wake	Platform	Activision	19	66%
elda: Link's Awakening	RPG	Nintendo	01	95%















or Nick Welch on 01202 209308







MAKE YOUR PHONE VIBRATE UP TO TWICE



AS FAST!

ExtraVibrate Ringtones

5484 Hey Baby - No Doubt

5489 Round and Round - Jonell & Method Man

5493 Hands Clean - Alanis Morissette

5490 Lights, Camera, Action - Mr Cheeks

5502 Julie - Shaggy & Ali G

5492 | Love You - Faith Evans

5495 Get Caught Up - DJ Disciple & Mia Cox

5494 Nothing In This World - Keke Wyatt

Standard Nokia Ringtones

5497 Evergreen - Will Young

5426 Gotta Get Through This - Daniel Beddingfield

5441 Always On Time - Ja Rule

5001 Mission Impossible

5409 Ugly - Bubba Sparxxx

5498 Lovely - Bubba Sparxxx

5396 Letter To My Unborn Child - Tupac

5020 Indiana Jones

5392 More Than A Woman - Aaliyah

5449 Somethin Stupid - Robbie Williams

5310 21 Seconds - So Solid Crew

5459 The Whole World - Outkast

5499 Tomorrow Comes Today - Gorillaz

Dare you take the ExtraVibrate Challenge?

10906 959 2106

Calls cost just 75p per minute and should last no longer than four minutes. Please call from a landline phone. Standard ringtones are compatible with all current Nokia phones, except the 5110. The ExtraVibrate effect requires a vibrating handset. Please see our website at www.tonez.co.uk for free previews before ordering, plus hundreds more amazing ringtones. Call us on 0870 046 6000 for assistance. Phat Tonez is a registered trademark. C 2002



To Advertise in TOTAL ADVANCE

call Tim Sellers on 01202 200222



Ringtones club



Maximum Ringtones !!! Minimum Cash !!! Revolutionising the ringtone world.

		Pick a p	ackage and save	!	
Package		Entitle	ment	Cost and s	aving
	Ringtones/	Logos/	Picture Messages		
BRONZE	3	0	0	£3 per month	save £6
SILVER	5	2	1	£5 per month	save £19
GOLD	5	5	5	£7 per month	save £38
PLATINUM	10	10	5	£10 per month	save £65

What's more...

You can swap ringtones for logos and logos for picture messages! Whatever you want you choose!

If you don't use em' all, they roll over to the next month, forever! No commitment, you can cancel whenever you want.



Join today, www.ringtonesclub.com

Ringtonesclub.com is owned and operated by MPT, Po Box 26377, Kirkcaldy KY2 5WS. Xbox competition closes on 30 June 2002, the winner will be drawn at random. Employees and associates of MPT are ineligible to enter. All rights reserved, copyright of MPT 2002. Subscription packages are billed monthly to your credit or debit card. Subscribers can cancel at any time. Subscription savings in comparison to £15.0 per min premiurate number where calls last 2 minutes. See website for full terms and conditions. XBOX is trademark of Microsoft Corporation.

Web. www.mx2.com Tel. 0845 458 2131 Email. sales@mx

P&P ONLY £1.95 PER ORDER. DELIVERY 3 - 7 DAYS





Tekken £28.99



Ecks vs Sever



Sonic Advance



Harry Potter



Thunderbirds Int. Robot Wars £28,99 Rescue



ISS



David Beckham £27.99 Soccer



Total Soccer



Doom Advance



WWF Wrestlemania Breath Of Fire





Warioland 4 £28.991ce



Spyro: Season Of Street Fighter II £28.99 Revival £28.99



Power Puff Girls Creatures



£28.99

OY



Snow White £17.99



Harry Potter



Zelda Oracle of Zelda Oracle of £24.99 Ages



£17.99 Seasons £17.99



Pokemon Gold £17.99



£17.99



Pokemon Silver Pokemon Crystal



Gameboy Advance White



Gameboy Advance £79.99 Purple



Gameboy Advance £79.99 Clear Blue



Gameboy Advance £79.99 Clear Red



ADVANCE

YOUR DETAILS

Name
Signature
Address
Postcode
Tel.

BACK ISSUES ORDER FORM
Card Number
Expiry date
Issue No (Switch)
Credit card type(ACCESS/VISA/MASTERCARD/SWITCH)
Amount enclosed
Cheque/postal order made payable to Paragon Publishing Ltd.

	sues required inc. p+p) UK o	only. Overseas pr	ices available u	pon request
<u> </u>	17	18	<u> </u>	21
22	23	24	25	26

Please tick if re	quired				
(£1.99 inc. p+p) UK only. Overseas	prices	available	upon	request

Game Boy Secrets, Strategies and Solutions

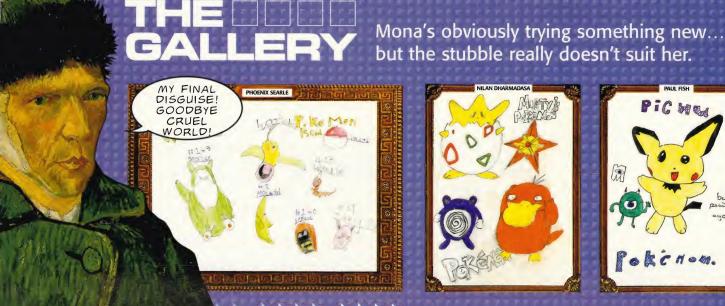
COMPANY DETAILS

Paragon Publishing Ltd. FREEPOST (SWB1565) . Patchway **BRISTOL** BS32 OZZ

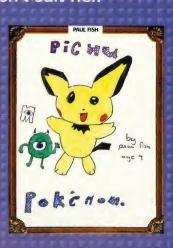
Telephone: 01454 642442 Fax: 01454 620080 Email: tgb@cisubs.co.uk

GAME BOY SENTER A REALM FREE OF EVERYDAY WORRIES...





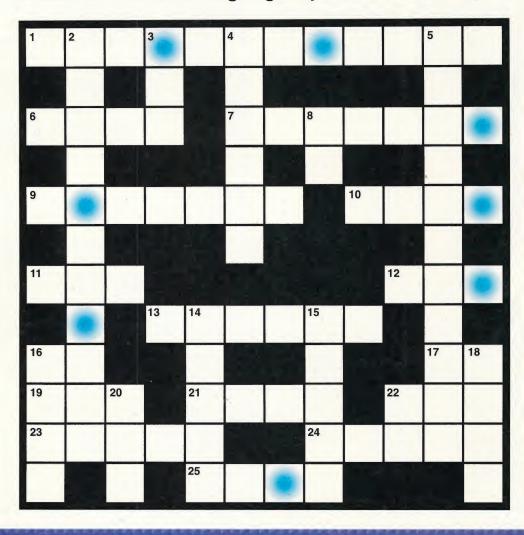






CROSSWORD

See the little white boxes? Answer them there questions, and put the answers in here! It might give you a brief feeling of achievement.

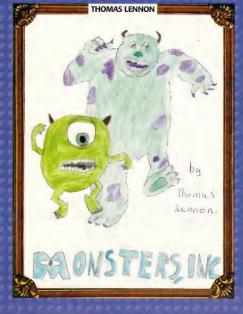


ACROSS

- Beastly Wood new Nintendo GBA title with GameCube link-up (6, 6)
- Bullets, arrows, whatever you can get (4)
- In Japan he's known as Rockman (7)
- Bob, the live-action Mario (7)
- 10. Flintstone or Harris (4)
- 11. Penguin-like religious lady (3)
- 12. Donkey Kong's species (3)
- 13. Native American tribe (6)
- 16. Exhausting school subject (1, 1)
- 17. Stomach muscle, for short (2)
- 19. If you're caught in cricket (3)
- 21. Non-Dale Disney munk (4) 22. Significant period of time (3)
- 23. Kevin, director and star of Jay And Silent **Bob Strike Back**
- 24. Pan, Cook, Venkman... Andre (5)
- 25. Plug ___ Sisters (4)

DOWN

- Recent GBA arcade tribute with Pac-Man (5, 6)
- Chairman, former dictator of China (3)
- Song or gesture of regret (6)
- The writer of A Winter's Tale and Pericles (11)
- Initials of new Nintendo RPG and Pokémon double-bill (1, 1)
- 14. Pikachu-type Pokémon, but smaller (5)
- 15. Sixties radical, or long-haired tit (5)
- 16. Position yourself for portrait (4) 18. The Simpsons' eldest (4)
- 20. Neckwear (3)
- 22. The most recent alien on the GBC (1, 1)







BIG Next Month...Next Month...N



MARIO
ADVANCE 2:
SUPER MARIO WORLD

No messing about – every alternative level exit plus the bonus levels explained for you young 'uns.



GBC RIP

We present our massive heartfelt obituary for the Game Boy Color. Possibly premature, but we're giving the classic console a right good send off!

SPIDER-MAN THE MOVII

Activision's tie-in for the long awaited live action web-slinging motion picture (almost) lands on the GBA! Worth getting excited about?

Look at these shots and drool...



A N I M A L F O R E S T

A P A C H E

E U G L Y

²¹C H I P ²²E R H T E

'H 0 S K I N

'N U N

1º E I
1º O U 2º T 1º C
2º S M I T H

Victorious or vile? We've got the ultimate EXCLUSIVE in-

racing for the GBA so far!

depth look at the most extreme

Level 1
In this level,
you play as
E.T.

ISSUE 28 ON SALE 25 APRIL! Blender Bros Diva Starz w Sheep w Britney's Dance Beat w Worms World Party w

Worms World Party ∠ Ice Age ∠ Robocop GBA ∠ The Scorpion King ∠

ĖT GBA ¥

BE QUICK! Email, text or post your thoughts on our new look to us today!







ÄÖVANCE

PARAGON PUBLISHING, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS
TEL: +44 (0) 1202 299900 FAX: +44 (0) 1202 299955 www.paragon.co.uk

CUSTOMER SERVICES IF YOU HAVE A QUERY REGADDING A SUBSCRIPTION OR BACK ISSUE, DR WOULD LIKE TO PLACE AN ORDER, PLEASE CONTACT THE SUBSCRIPTION HOTLINE ON 01454 642442 OR EMAIL PARAGON@CISUBS.CO.UK

FOR ALL OTHER QUERIES INCLUDING MISSING COVERNOUNTS, PLEASE CONTACT OUR CUSTOMER SERVICES DEPARTMENT ON 01202 200200 OR EMAIL SUBS.@PARAGON.CO.UK

MANAGING EUTOR NICK ROBERTS nicht@paragon.co.uk group eutor simon Phillips lips@paragon.co.uk ganes eutor Jem Roberts jem@paragon.co.uk
sub eutor cyra coomber contributors roy kimber, simon cann, dan Wilson, mark Hattersley, chandra nair, martin mathers, nerys coward,
group art eutor nick trent designer stephanie peat special thanks to kate Ward, lee kirton, helen osborne, estelle faulkner.

ADVERTISING ADVERTISING MANAGER FELICITY MEAD TEL: 01202 200224 folicity@paragou.co.uk ad sales executives NICK WELCH, OMARCUS REEVES copy controllers JO SPICK, LORRAINE TROUGHTON PRODUCTION & DISTRIBUTION PRODUCTION MANAGER TIM HARRIS TEL: 01202 200200 fax: 01202 200217 INTERNATIONAL LICENSING TOTAL ADVANCE MAGAZINE IS AVAILABLE FOR LICENSING OVERSEAS. FOR DETAILS CONTACT: INTERNATIONAL MANAGER CATHY BLACKMAN TEL: +44 (0) 1202 200216 fax: +44 (0) 1202 200217 cathbio@paragou.co.uk

DIRECTORS EQUIDAL OIRECTOR DAMIAN BUTT PRODUCTION GIRECTOR JANE HAWKINS CIRCULATION & MARKETING GIRECTOR KEVIN PETLEY
ADVERTISING DIRECTOR PETER CLEALL ART DIRECTOR MARK KENDRICK FINANCE GIRECTOR STEPHEN BOYD MANAGING GIRECTOR MARK SIMPSON

PRINTED BY GARNETT DICKINSON Rotherham. Distributed by SEYMOUR ITO 1st Floor, of Newman Street, London, with 200 Tel: 0207 2980000
This publication is unofficial and is in no way approved, authorised, endured or sponsored by any finitende company. Any views expressed in this publication are lass of Parague Publishing Lift. Any and all trade marks, copyright and other intellectual property rights of third parties used in this publication are expressly recognised. INITENDO, POKENON, GAME BOY COLOR, GAME BOY ADVANCE, (GBA), INITENDO 64, NEC, GCM, (INCC) and INITENDO GAMECUBE are trade marks of Nintendo Ca., tid.

NO PART OF THIS MAGAZINE MAY BE REPRODUCED WITHOUT THE WRITTEN PERMISSION OF THE PUBLISHER.



©2002 PARAGON PUBLISHING LTD ISSN: 1464-5904 COVER IMAGE COURTESY OF NINTENDO

PARAGON PUBLISHING



(1)(1)ATS & TIPS TOP WALKTHROUGHS PLUS OVER

GAMEBOY & GAMEBOY COLOUR

A Bug's Life A. Powers: Oh Behave! A. Powers: Underg. Lair!

Action Man

Addams Family Adv. GT Champ. Racing Advance Mario Adventure Island 2 Afterburst Aladdis

Aladdin Aliens: Thanatos Encount.

Alleyway Alone in the Dark 4

Amar Amida Animaniacs

Antz Antz Racing

Antz Kacing
Armorines
Armorines
Army Men 2
Army Men Advance
Army Men Air Combat
Army Men S's Heroes
Asterix: Search for Dog.
Atlantis: The Lost Empire

Avenging Spirit Azure Dreams

B. Bunny Crazy Castle 4
Bart Simpson: E. Camp D.
Bart Simpson: T'house H.
Batman Beyond
Batman Chaos in Gotham
Battle Tanx

etrayal (WWF)

laster Master Blue Pokemon Bob The Builder

Bomberman Buffy The Vampire Slayer Bugs Bunny Crazy Castle Bugs Bunny Op. Carrot P. Burai Fighter Burger Time in Bedrock Bust a Move 2

Buzz Lightyear

Camelot (Quest for) Cannon Fodder Captain Planet Casper Castlevania Adventure

ircle of the Moon onkers Pocket Tales

Contra Crazy Carrot Crazy Castle Crazy Castle 4

Crystal Pokemon

OVER 10,000 CHEATS

 THE LATEST CHEATS ADDED EVERY DAY COMPILED BY GAMING

100S OF QUALITY

WALKTHROUGH GUIDES

AVAILABLE

EXPERTS

Daedialin Opus
Daffy Duck: Fowl Play
Dave Mirra BMX
Deja Vu

Dexter's Lab: R. Rampage Disney's 102 Dalmatians Disney's Atlantis: L. Emp.

ogz onald Duck: Quack Att.

Donald Duck: Quack Att.
Donkey Kong
Donkey Kong Country
Donkey Kong Land
Donkey Kong Land 2
Donkey Kong Land 3
Double Dragon
Dragon Ball Z
Dragon Warrior 3
Dragon Warrior Monsters
Driver

Driver Duke Nukem

Earthworm Jim 1 & 2
ECW Hardcore Rev.
Elevator Action
Episode 1: Obi Wan
Evel Knieval
F = 0 6

F = 0 6
F Zero
F1 Race
F1 Strike Eagle
Final Fantasy 3
Final Fantasy Adv
Final Fantasy Legend
Final Fantasy Legend 2
Final Fantasy Legend 2

lintstones lipper & Lokapa orce 21

Game & Watch Gallery 2
Game & Watch Gallery 3
Game and Watch Gallery
Game Boy Camera
Game Gamera came Genie Carfield: Caught in Act Cauntlet 2

Gold Pokemon

Grand Theft Auto

Harry Potter Harvest Moon Harvest Moon 2

I. Jones: Infernal Machine Inspector Gadget

James Bond 007

Killer Instinct Krusty's Fun House

Legend of Zelda: Ages Legend of Zelda: Seasons Legena of Lemmings Links Awakening (Zelda) Lucky Luke M = 1 3

M = 1 3
Mario Bros DX
Mario Golf
Mario Land
Mario Land 2
Mario Tennis
Mat Hoffman's BMX
Men in Black
Men in Black 2
Metal Gear Solid
Mickey's Speedway USA

Mortal Kombat 2 Mortal Kombat 4

Oh Behave! (A. Powers)

Pac In Time Perfect De J Perfect Dark Pocket Bomberman Pocehonias
Pokemon Crystal
Pokemon Gold
Pokemon Silver

Pokemon Puzzle Chall.
Pokemon Red
Pokemon Blue
Pokemon Trading Card
Pokemon Puff Cide

Power Puff Girls Power Rangers T. Force Powerpuff Girls: Bat. Him

Rayman Red Pokemon Robot Wars: M. Mayhem Rugrats Rugrats in Paris

Scooby Doo: C. Capers Shamus Shrek: Fairy Tale Freak. Silver Pokemon

Simpsons: Thouse Horror

Simpsons: Thouse from
Spiderman
Spiderman 2: Sinister 6
Star Wars Racer
Star Wars: Obi Wan
Street Fighter: Alpha
Super Mario Bros DX
Super Mario Land
Super Mario Land 2
T = 20

T2: Judgement Day Tetris DX The Grinch

Thunderbirds
Tomb Raider
Tony Hawk's Pro Skater
Tony Hawks Pro Skater 2
Toy Story 2
Turok
Turok Shadow of Oblivion
Turok: Rage Wars

U = 2 1

Ultra Golf W = 2 3

W = 2 3 Wacky Races Wario Land 2 Wario Land 3 Worms Armageddon WYF Attitude WWF Betrayal WWF Wrestlemania 2000

X Men Mutant Academy X Men Mutants Wars

Zelda: Links Awake, DX Zelda: Oracle of Ages Zelda: Oracle of Seasons

GAMEBOY ADVANCE

Advance Rally **Advance Wars**

Alienator: Evol. Conts. Army Men Advance Army Men Op. Green Atlantis: The Lost Empire

Batman Vengeance Bomberman Tourn.

Boxing Fever **Breath of Fire**

Breath of Fire 2

Chu Chu Rocket

Dark Arena

Donald Duck Advance

E = 0.5

Earthworm Jim Ecks vs Sever ESPN Final Round 2002 ET The Extraterrestrial

Final Fight One Final Round Golf Fire Pro Wrestling A Flintstones

F-Zero: Maximum Velocity

G = 0.7Golden Sun

Gradius Galaxies GT Advance Champ.

Harry Potter

High Heat Baseball '02

Inspector Gadget Int. Super Soccer Iridion 3-D

Jedi Power Battles Jurassic Park 3 Jurassic Park 3: P. Builder

Kao the kangaroo Konami Krazy Racers Kuru Kuru Kururin

Lady Sia

Lego Bionicle

Major Lgue Baseball '02 Mario Advance

Mario Kart Super Circuit

Mat Hoffman's BMX Men In Black: The Series Metal Gear Solid Midnight Club Monster Rancher 2

Mortal Kombat Advance

No Rules Get Phat

Operation Green

Pac Man Collection Pitfall: The Mayan Adv. Planet of the Apes Pocky & Rocky Pokemon Power Rangers T. Force

Prehistorik Man

Rayman Advance Ready 2 Rumble Round 2 Road to Wrestlemania Rugrats: Castle Capers

S Palmer's Snowboarder Sonic Advance

Spiderman

Spongebob Squarepants Sports Illustrated Football

Spyro: Season of Ice

Star Wars Jedi P. Battles Street Fighter 2 Revival Super Bust A Move Super Dodgeball Advance Super Mario Advance

Tekken Advance Tetris Worlds Thunderbirds

Tom & Jerry: Magic Ring **Tony Hawks Pro Skater 2**

Wario Land-4

WWF Rd to Wrestlemania

Zelda: Links Awake. DX Zelda: Oracle of Ages Zelda: Oracle of Seasons

WHAT MAKES CHEATS PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER UNLIMITED NO 1?

PERSONS AGED UNDER 16 MAY CALL

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS:

* TO RESTART THE SERVICE AND GET MORE CHEATS TO MOVE BACK ONE MENU SELECTION

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, Pl25 5AA, or email: custserv@cheatsunlimited.com, or call our

Customer Service: (Freephone) 0800 061 6000























To darkness . . . and to light



Available From:

cleatenies of houtique GAME

WOOLWORTHS

WHSmith

and all good independent toy & hobby shops

www.wizards.com/Pokemon

Game Support Line: 08457 125599